

FIG. 1

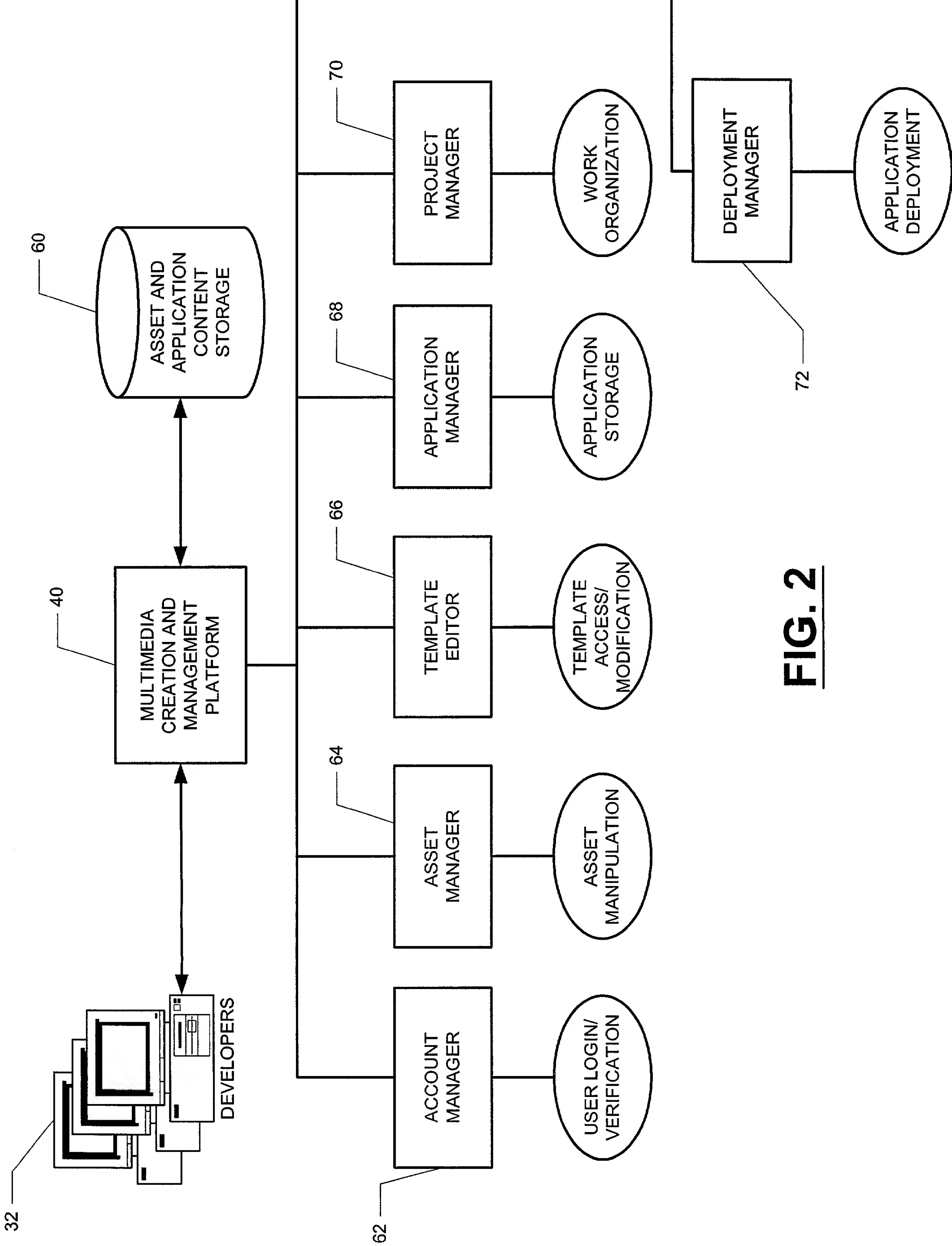


FIG. 2

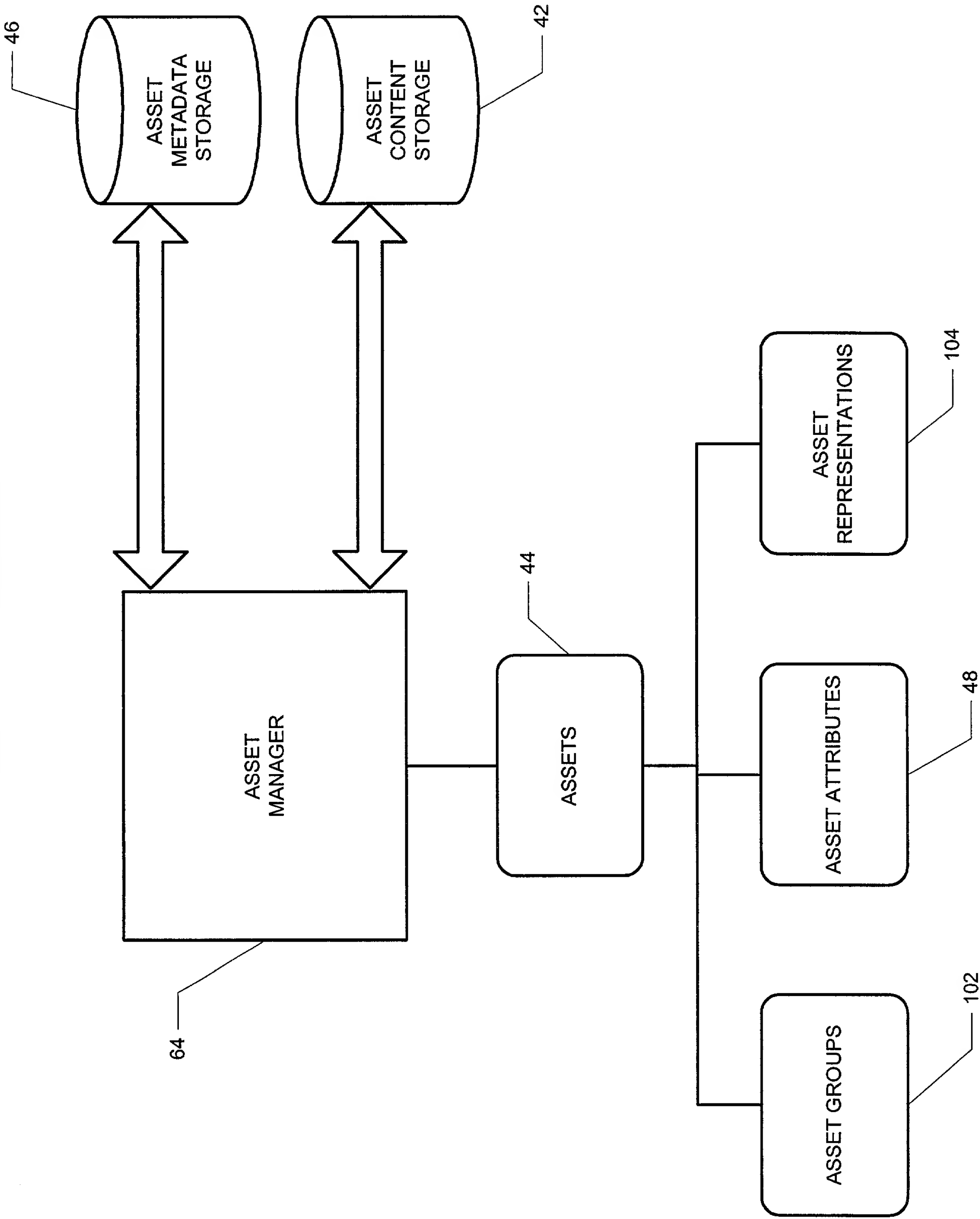


FIG. 3

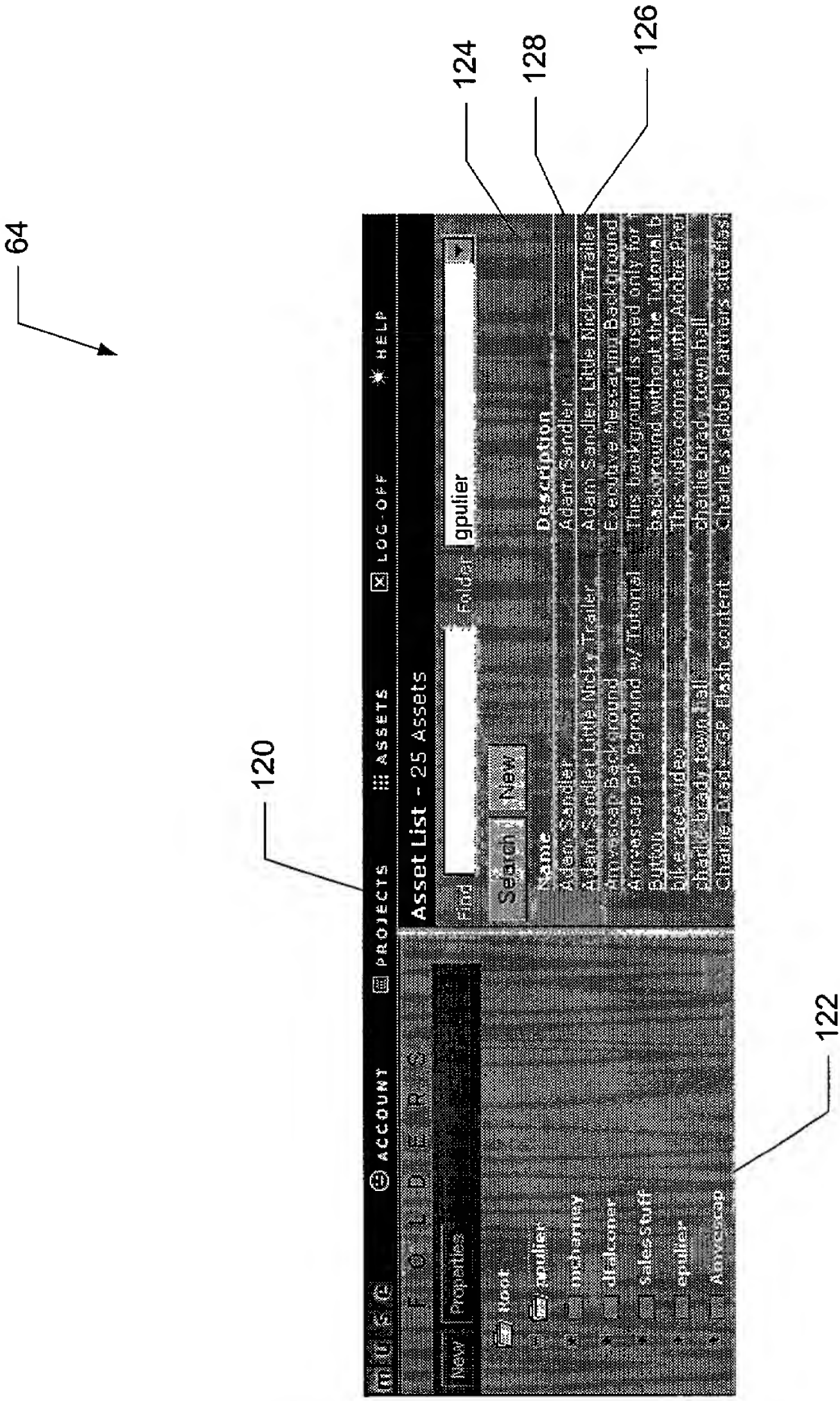


FIG. 4A

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Asset Editor

ID: 1093

Asset Information		
Current Status	Approved	Notes
New Status	<div>Approved</div>	
Folder	gpulier	
Asset Name	Adam Sandler	
URL	Unmanaged asset only	
Asset Type	Image	
Active Date	11/10/2000	
Expiration Date	12/31/2100	
Description	Adam Sandler	
Keywords		

Existing Representations		
Type Language	Bandwidth	File Type
URL (n/a)	(n/a)	Jpeg Image
		Preview <input type="checkbox"/>
		Remove <input type="checkbox"/>

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FIG. 4B

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Entity Editor

Entity Information

Entity Location: /

Entity Name: jdoe

Current Users			
Name	Rights		Remove?
Law, Brett	<input checked="" type="checkbox"/> Read <input checked="" type="checkbox"/> Write	<input checked="" type="checkbox"/> Delete	<input checked="" type="checkbox"/> Administrator
Pullen, Greg	<input checked="" type="checkbox"/> Read <input checked="" type="checkbox"/> Write	<input checked="" type="checkbox"/> Delete	<input checked="" type="checkbox"/> Administrator
Hannon, Vaughn	<input checked="" type="checkbox"/> Read <input checked="" type="checkbox"/> Write	<input checked="" type="checkbox"/> Delete	<input checked="" type="checkbox"/> Administrator

New Users			
User ID		Rights	
		<input checked="" type="checkbox"/> Read	<input type="checkbox"/> Write <input type="checkbox"/> Delete <input type="checkbox"/> Administrator
		<input checked="" type="checkbox"/> Read	<input type="checkbox"/> Write <input type="checkbox"/> Delete <input type="checkbox"/> Administrator
		<input checked="" type="checkbox"/> Read	<input type="checkbox"/> Write <input type="checkbox"/> Delete <input type="checkbox"/> Administrator
		<input checked="" type="checkbox"/> Read	<input type="checkbox"/> Write <input type="checkbox"/> Delete <input type="checkbox"/> Administrator
		<input checked="" type="checkbox"/> Read	<input type="checkbox"/> Write <input type="checkbox"/> Delete <input type="checkbox"/> Administrator

Save New Delete

160

FIG. 4C

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Type Name: Music Video

Description: Music Video

Type: Video

New Fields

(Click Select to add field)

Select

Remove

Save

New

Delete

170

FIG. 4D

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User Defined Field Editor

Field Name	Description	Type	Max Size
Album	Album Details	Text	100

Save New Delete

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FIG. 4E

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Existing Representations

Type	Language	Bandwidth	File Type	Remove
URL	(n/a)	(n/a)	Jpeg Image	<input type="checkbox"/>

New Representations

Type

Image

Video

Animation

Small Thumbnail

Large Thumbnail

Original Asset

Transcript

Audio Clip

Document

Other

URL

Language

(n/a)

(n/a)

(n/a)

(n/a)

(n/a)

(n/a)

(n/a)

(n/a)

(n/a)

(n/a)

File

Browse

Browse

Browse

Browse

Browse

Asset History

User	Event	Notes
Puller, Greg	Created	
Puller, Greg	Approved	

Save

New

Delete

FIG. 4F

Format	File Size	Description
BMP	Large	Also known as a <i>bitmap</i> , this is a generic graphics format used by Paintbrush and many other programs.
CGM	Small	Clip art pictures often come in Computer Graphics Metafile format.
GIF	Small	Picture file format commonly used on the Internet.
JPG	Small	Digital photographs are usually saved as JPEG files. Because of its small size JPEG files are also commonly used on the Internet.
WMF	Small	Another file format used for clip art pictures
TIF	Large	A file format used by scanners, fax programs, and some drawing programs.

FIG. 4G

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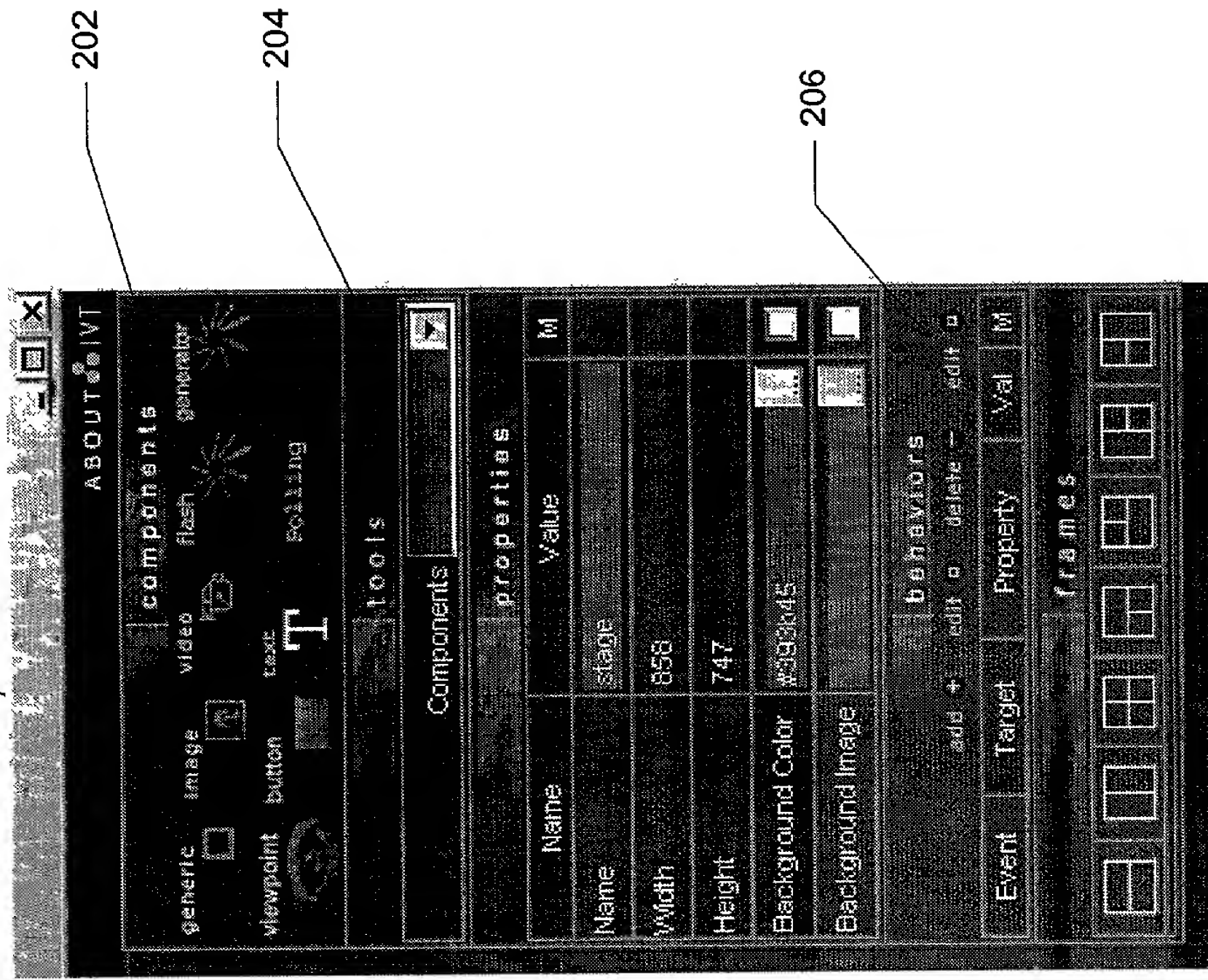


FIG. 5A

106080" 269260

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tools

Components Video 3

properties

Name	Value	M
Component Type	Video	
Label	Video 3	
Left	588	<input checked="" type="checkbox"/>
Top	107	<input checked="" type="checkbox"/>
Width	263	<input checked="" type="checkbox"/>
Height	263	<input checked="" type="checkbox"/>
Z Index	0	<input checked="" type="checkbox"/>
Visible	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
File Name		<input checked="" type="checkbox"/>
Auto Start	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Show Controls	<input type="checkbox"/>	<input type="checkbox"/>
Use MPH	<input type="checkbox"/>	<input type="checkbox"/>
Auto Size	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Expand To Fit	<input type="checkbox"/>	<input type="checkbox"/>
Volume		<input type="checkbox"/>
Controls	<input type="checkbox"/>	

FIG. 5B

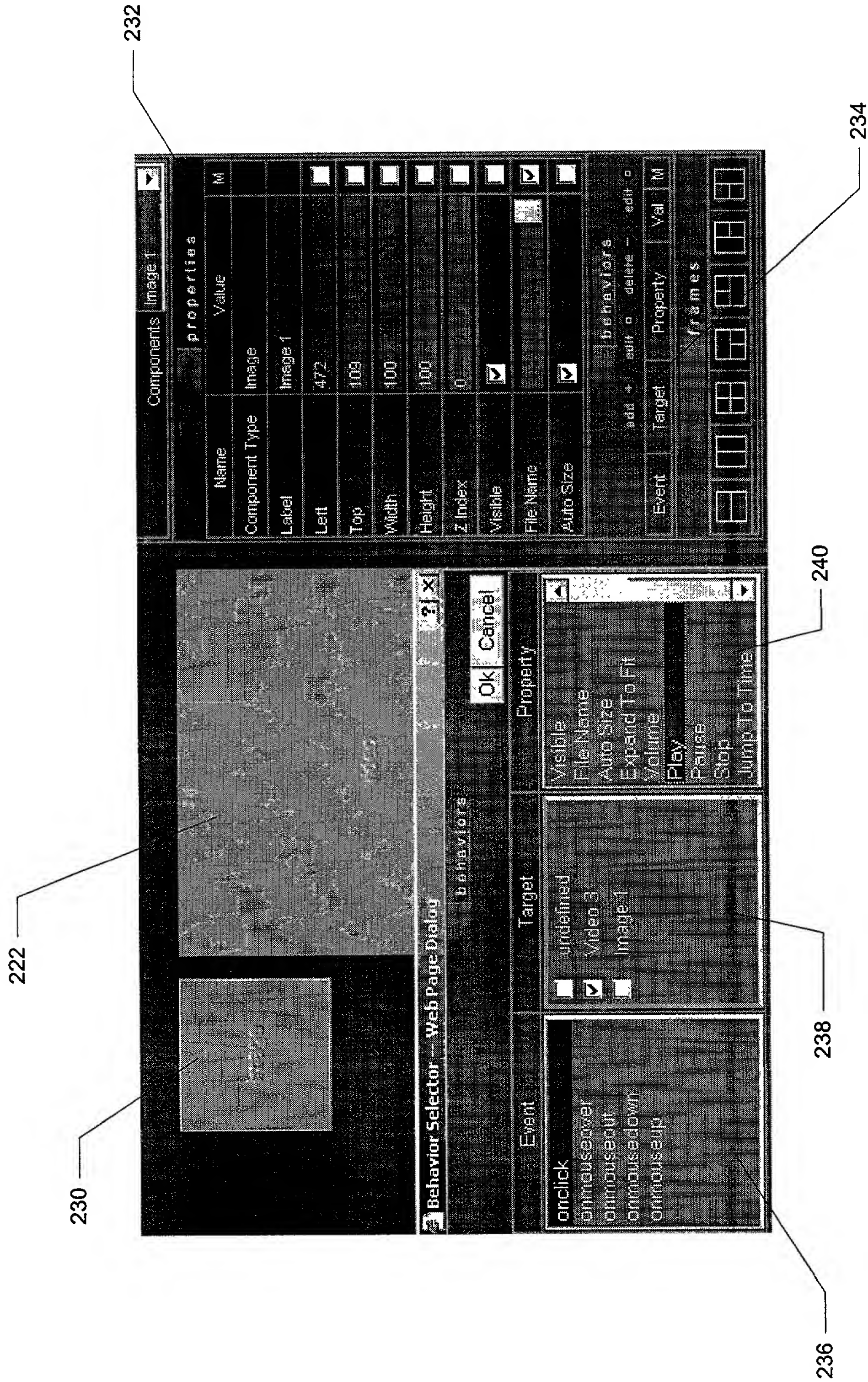


FIG. 5C

FIG. 5D

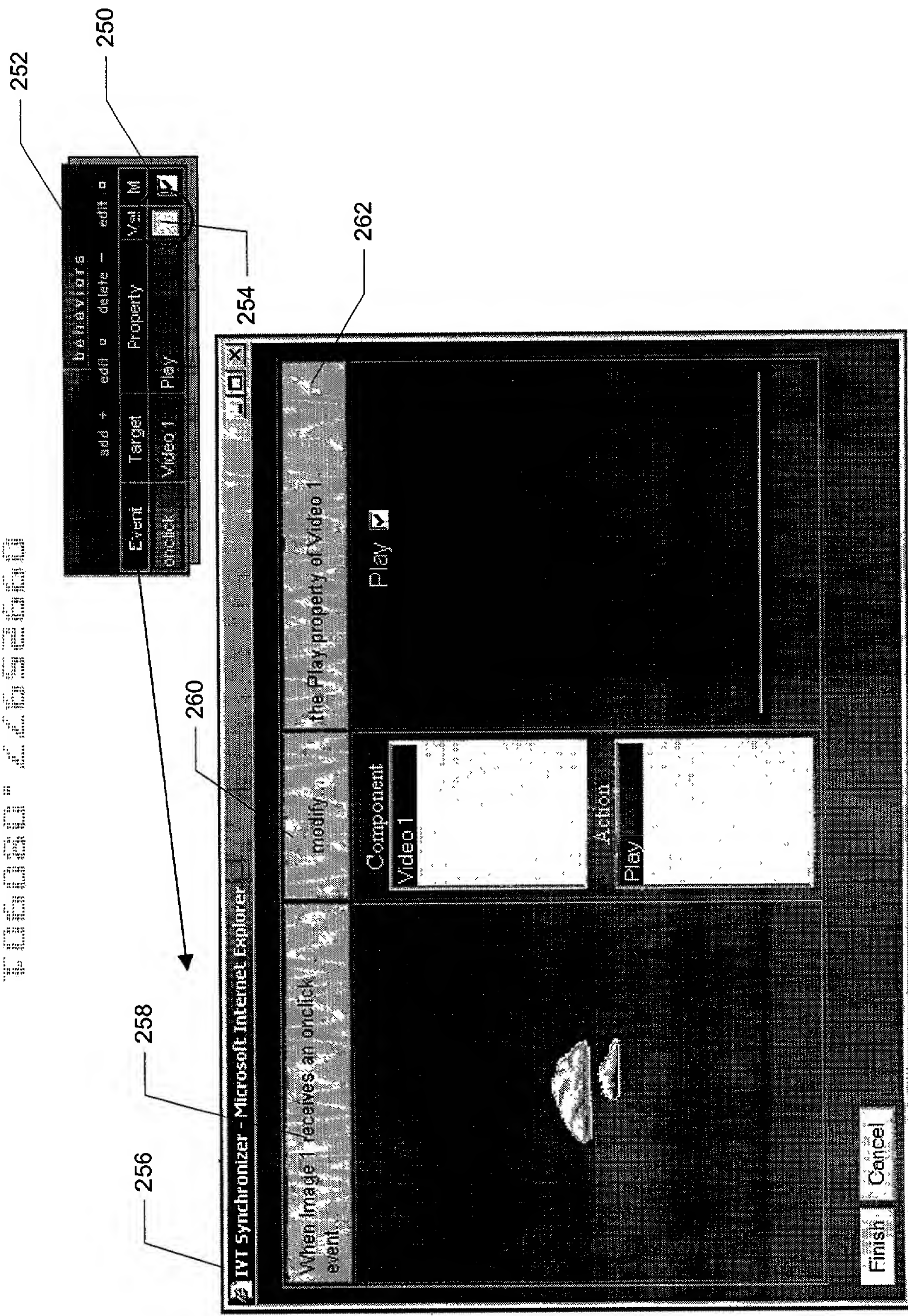
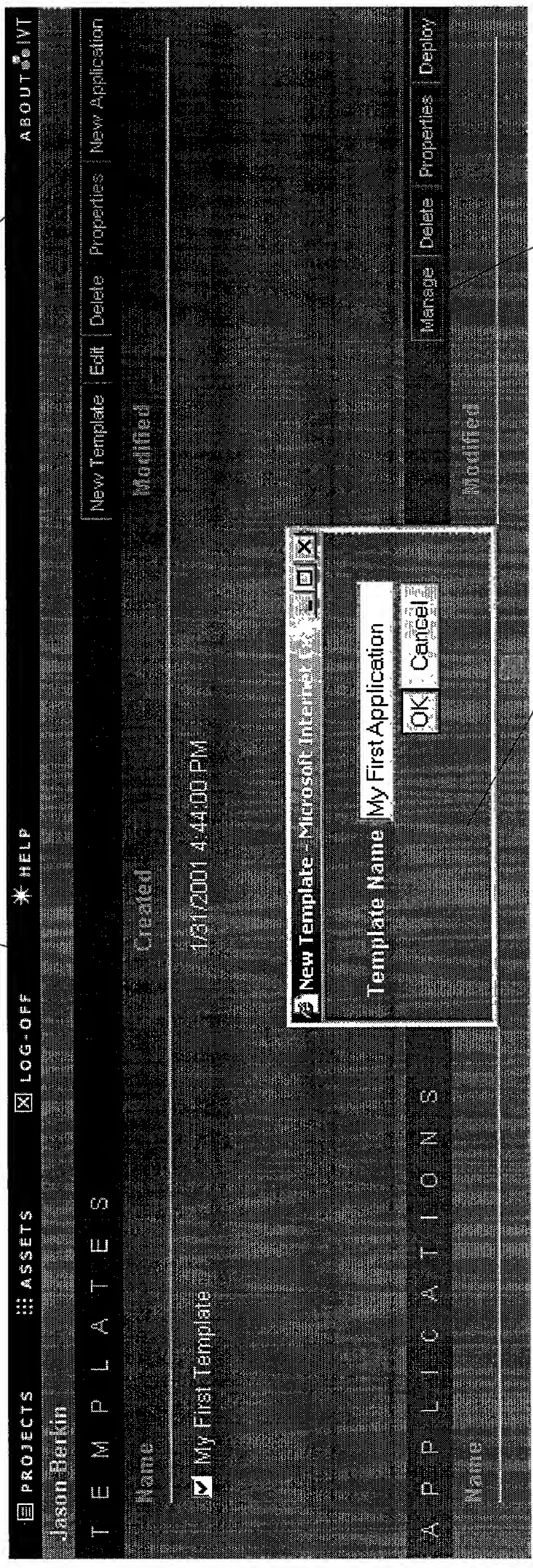


FIG. 5D

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FIG. 6A

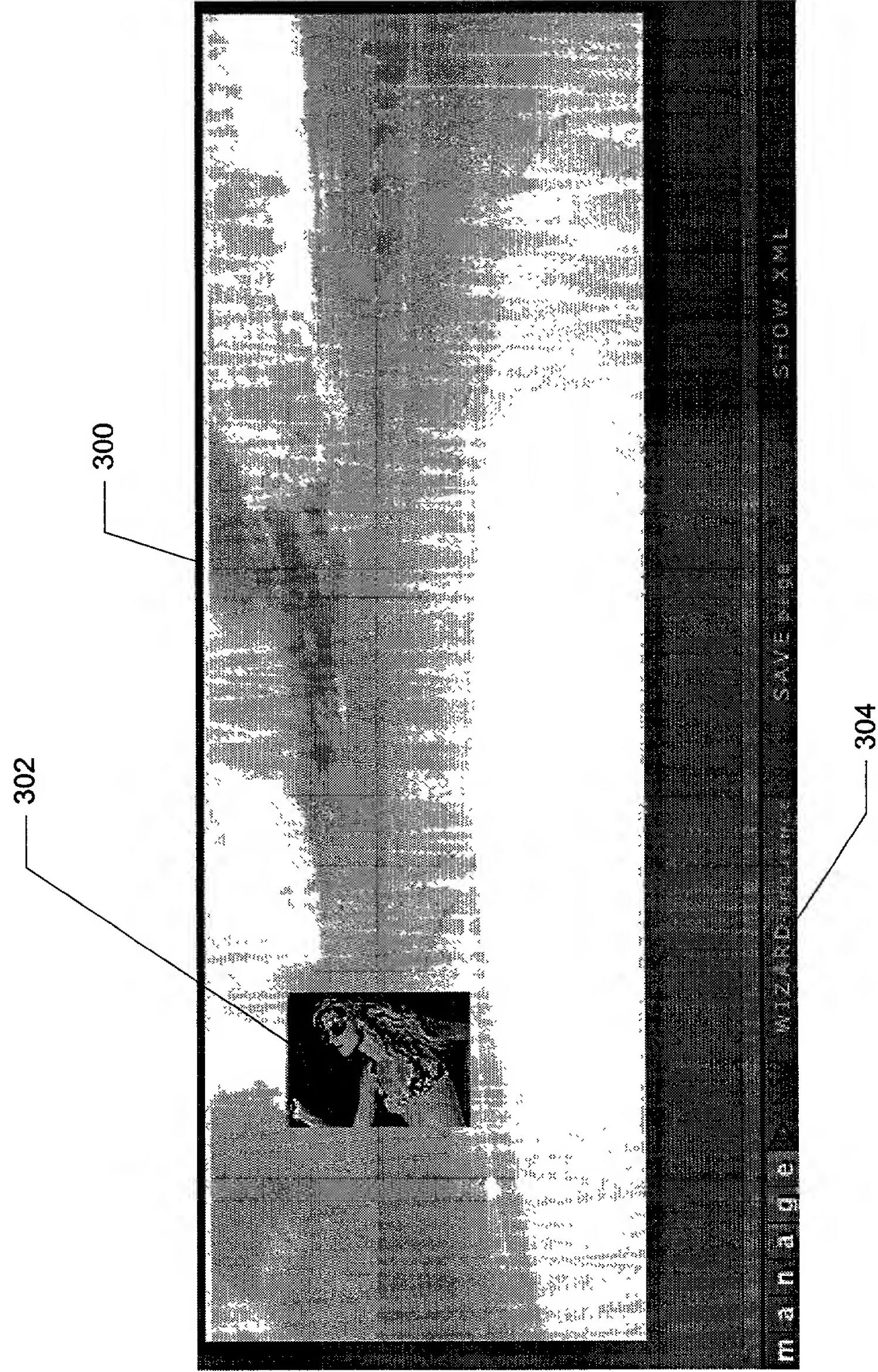
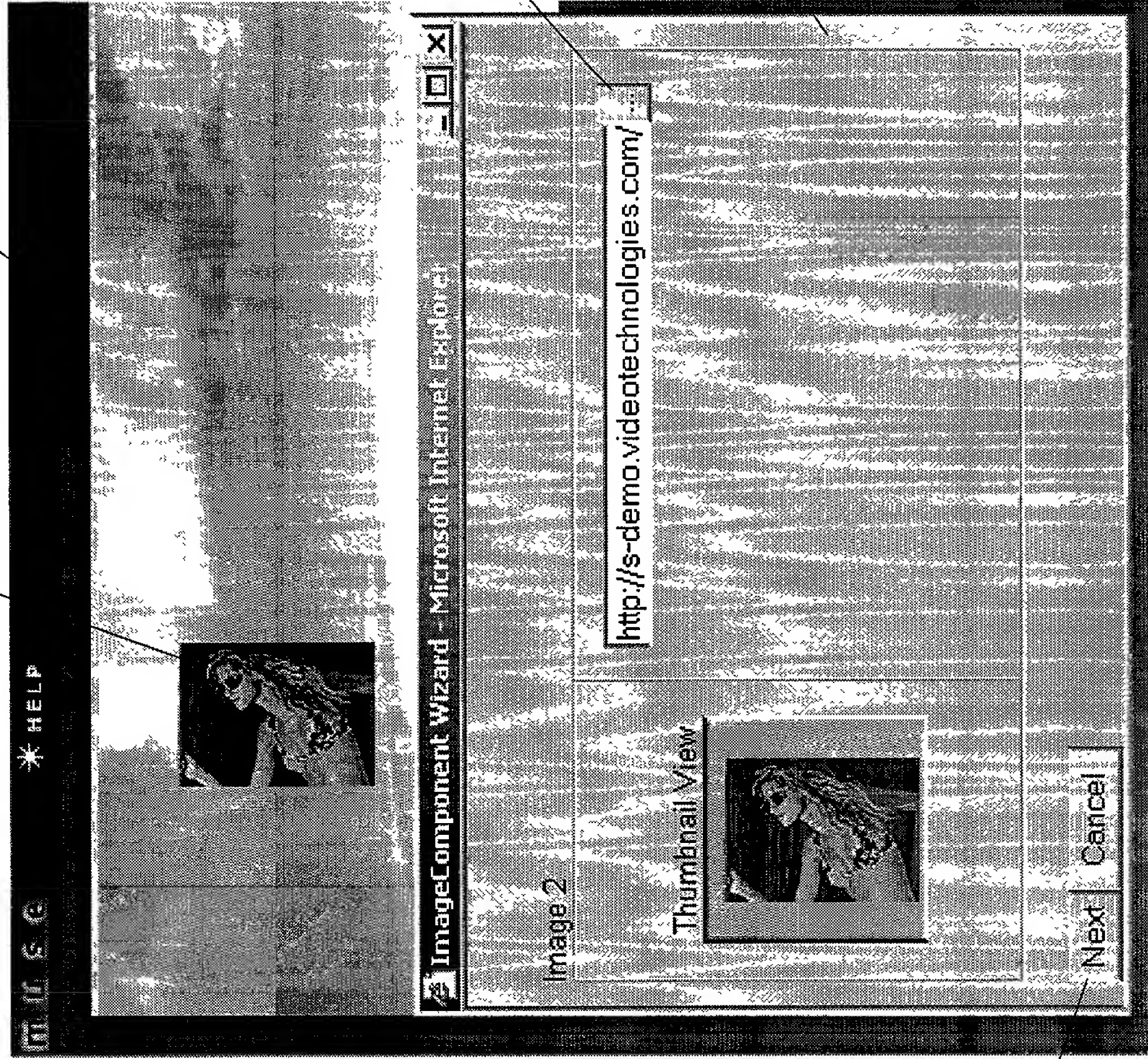


FIG. 6B

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FIG. 6C

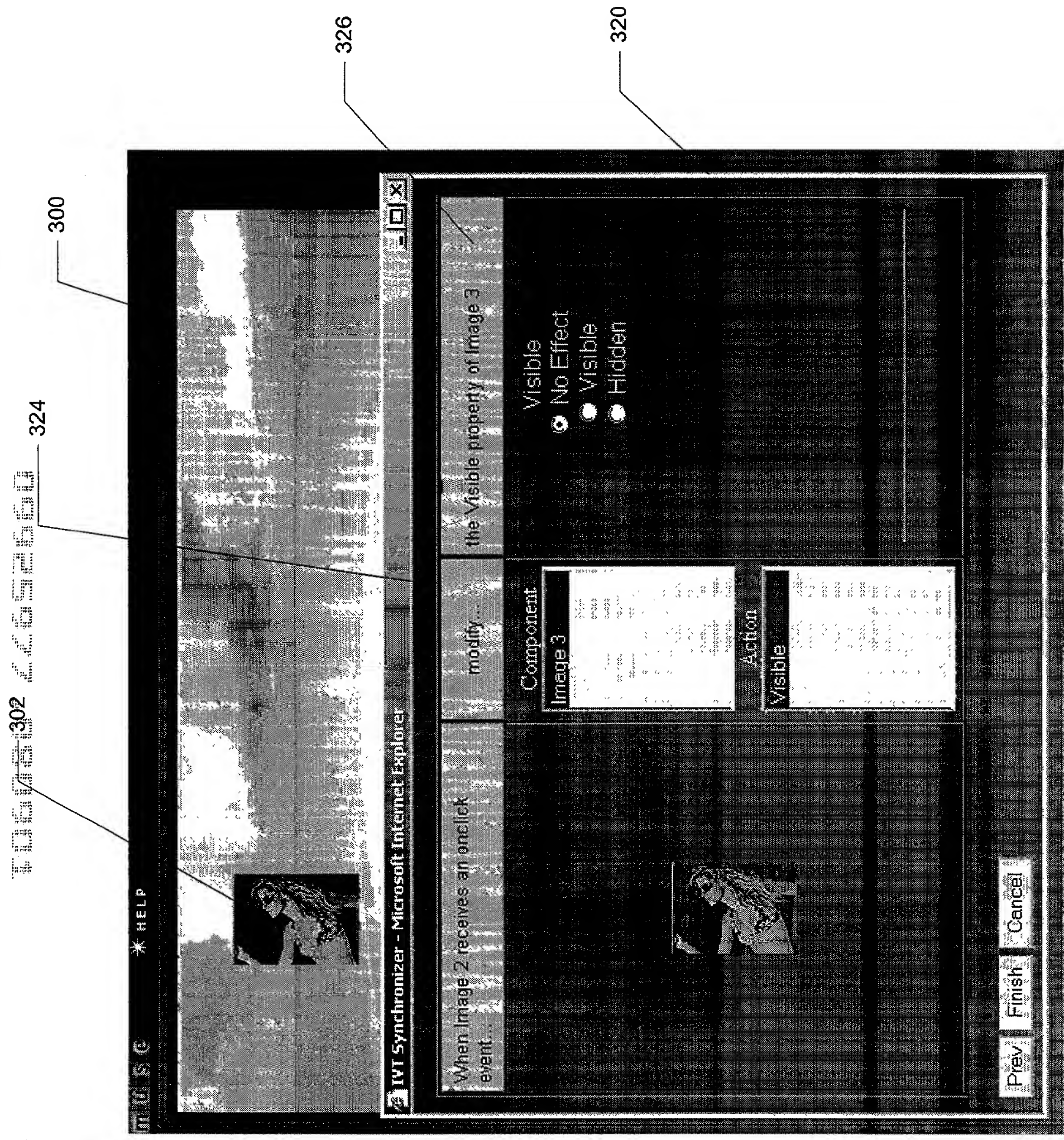


FIG. 6D

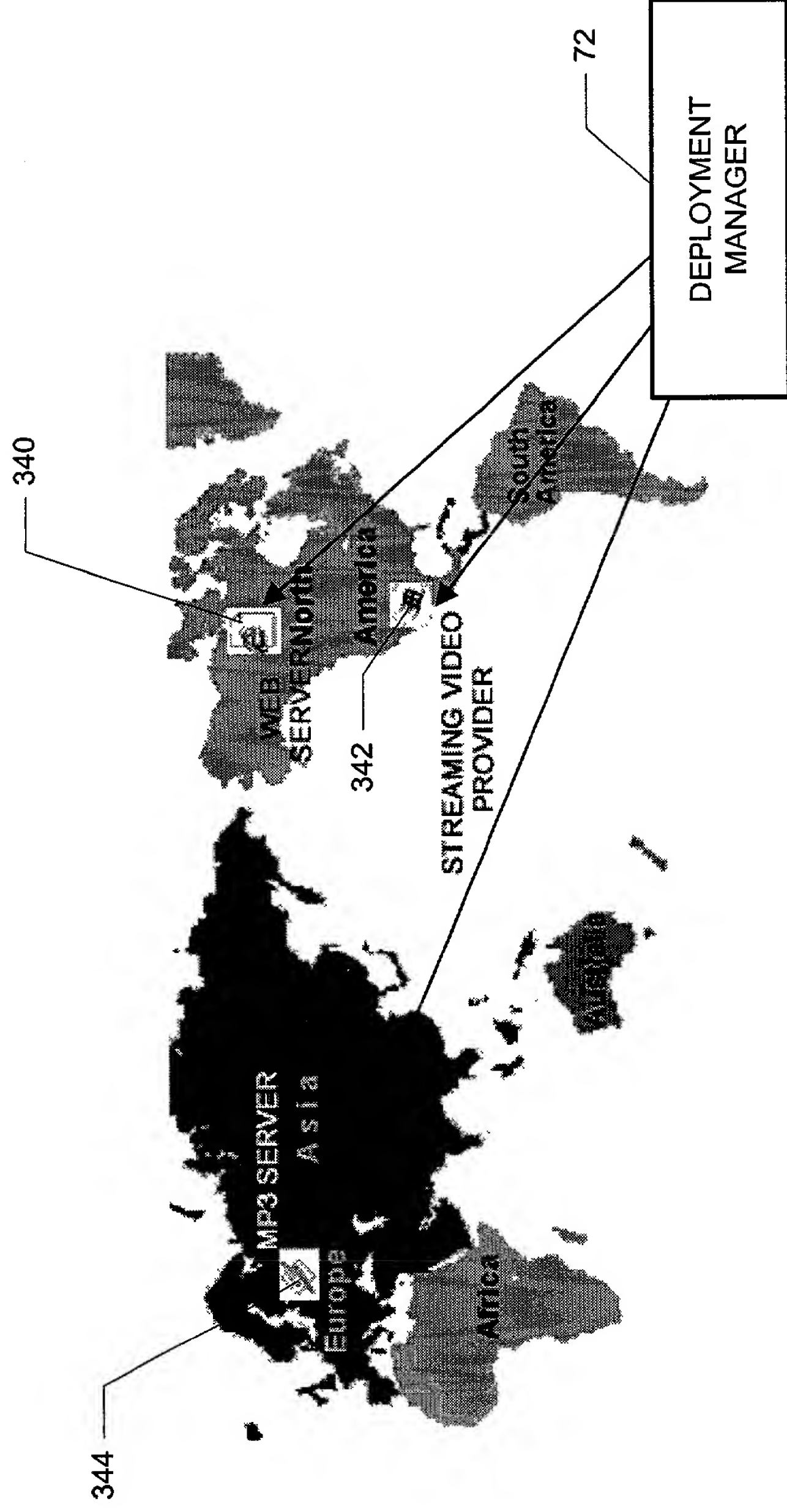


FIG. 7A

706023 20050606

http://tools.web.com/Deployment/DeploymentGenerator.asp - Microsoft Internet Explorer

Deployment Environment Name: My First Deployment

☒ Must have directory structure path

Hosts			
Host Name	Server	User Name	Password
WebSite	www.website.com	jason	
Upload Path	/deploy		
Link Path	http://www.website.com/deploy		alt ext (optional)

Type		Extensions	Add Asset Type		Delete Asset Type	
VIDEO			Add Host	Delete Host		

Hosts			
Host Name	Server	User Name	Password
IBeam	www.ibeam.com	ibeam_account	
Upload Path	/us/ca/		
Link Path	http://www.ibeam.com/us/ca/		alt ext (optional)

Type		Extensions	Add Host		Delete Host	
IMAGE		gif, jpg	Add Host	Delete Host		

Hosts			
Host Name	Server	User Name	Password
graphics	www.graphics.com	jason	
Upload Path	/berkin/images/		
Link Path	http://www.graphics.com/		alt ext (optional)

Done Cancel

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FIG. 7B

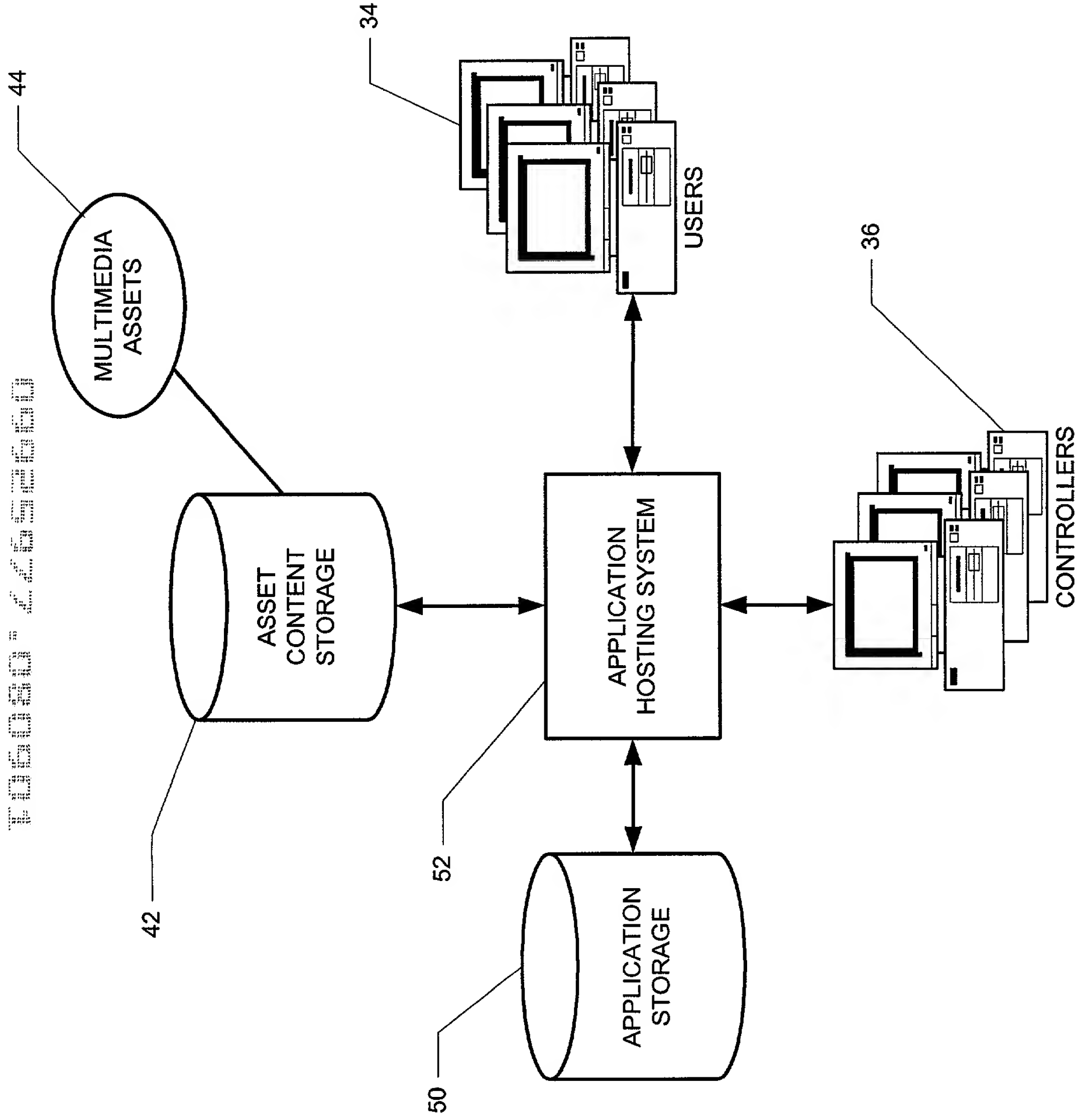


FIG. 8

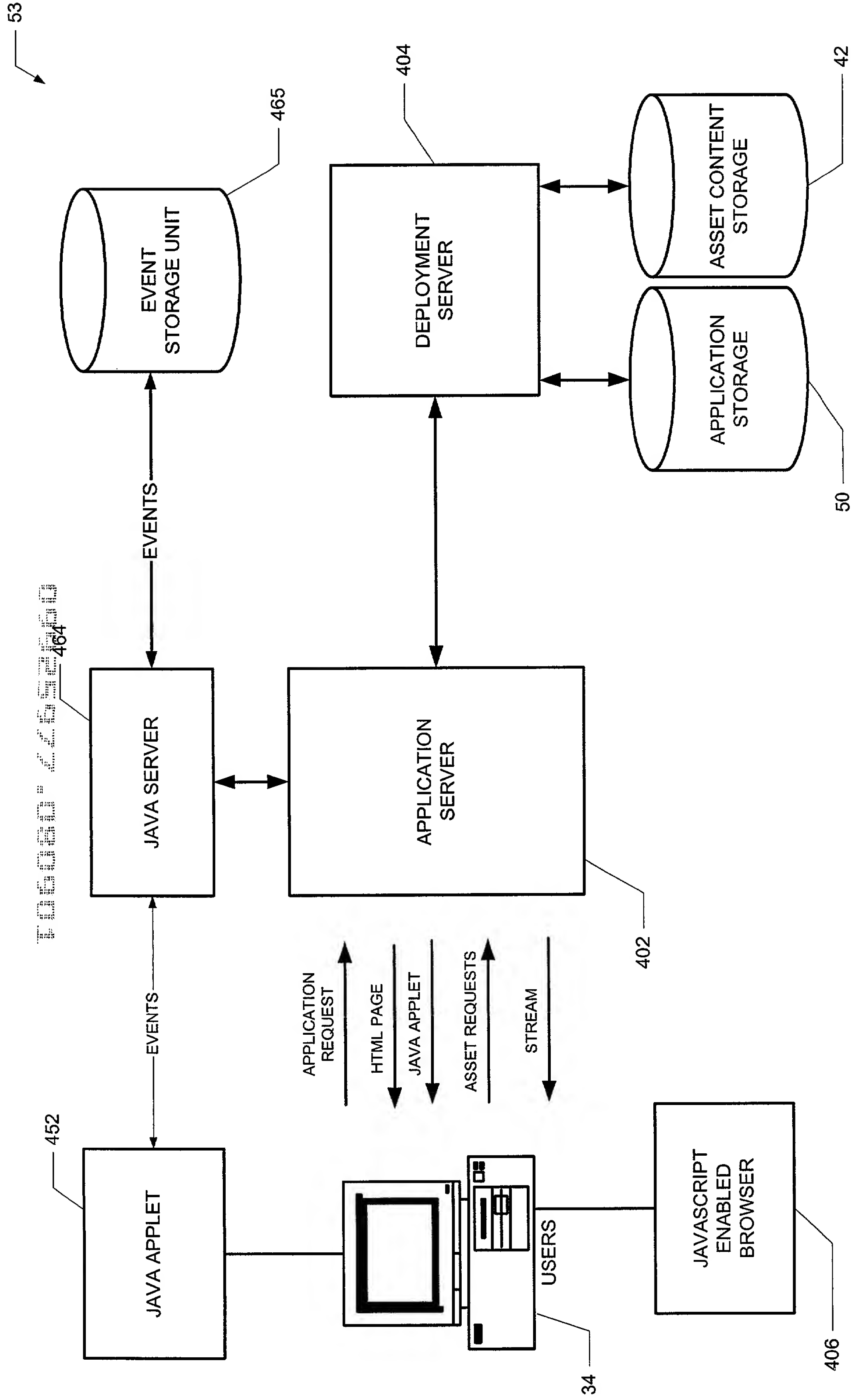


FIG. 9A

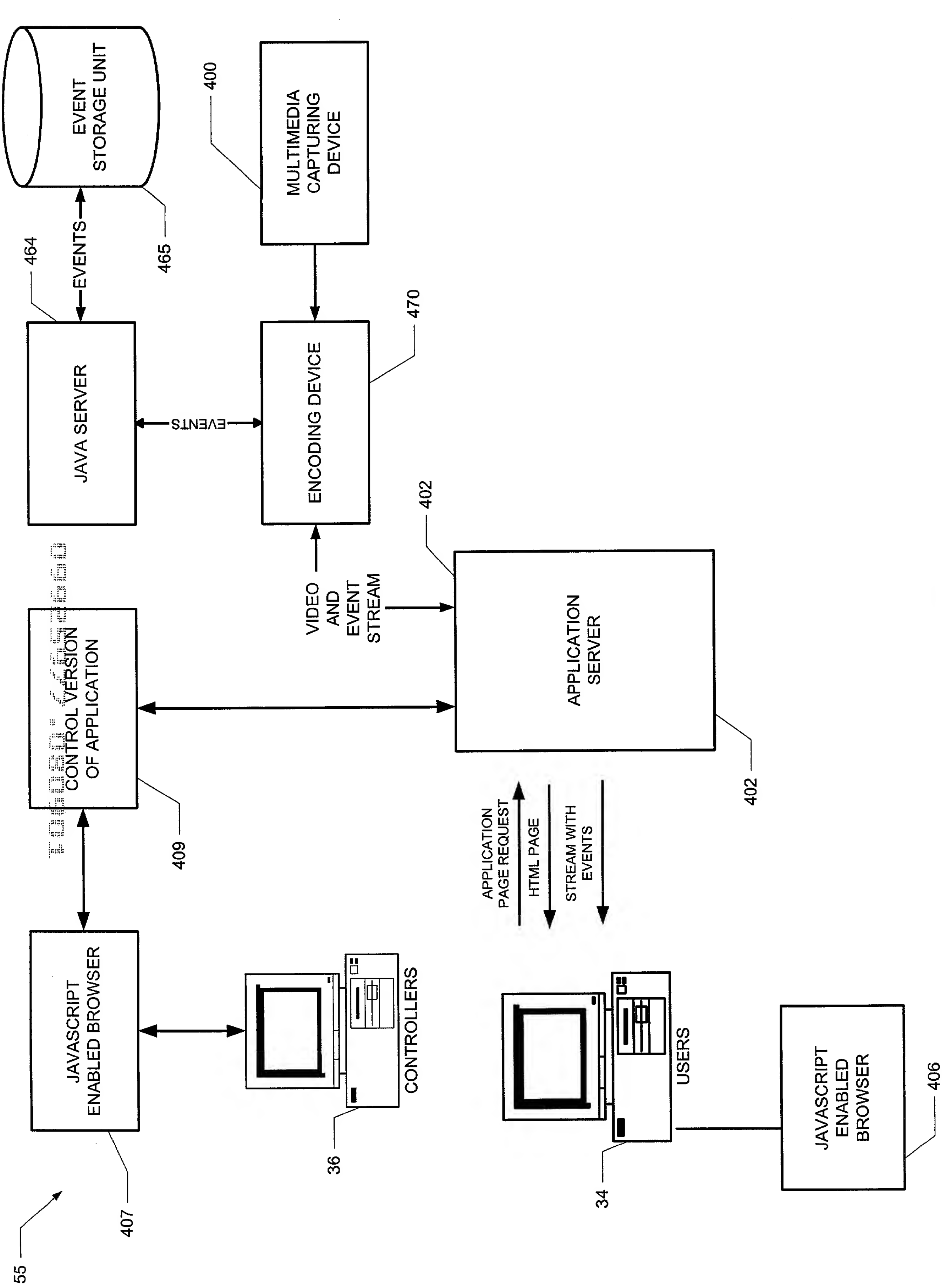


FIG. 9B

Event Handler:

- If currently stopped, exit now
- If currently paused, exit now
- Get current elapsed time and trigger ontimechange events as necessary
- If total time has elapsed
 - If auto repeat is on, set current time position back to beginning
 - Else stop time component now

Behaviors that can be fired on the time component:

Play:

- If we are already playing, do nothing
- If we were paused, $\text{baseTime} = \text{baseTime} + (\text{currentTime} - \text{pausedTime})$
- If we were stopped, send the onbegin event
- Set paused flag to false
- Set started flag to true
- If there was an onplay behavior, call it now

Pause:

- If we were already paused or not started, exit now
- Set $\text{pausedTime} = \text{currentTime}$
- Set paused flag to true
- If there was an onpause behavior, call it now

Stop:

- Set started flag to false
- Set paused flag to false
- Set base time to -1
- If there was an onstop behavior, call it now

JumpToTime:

- Set $\text{base time} = \text{Current Time} - \text{Jump To Time}$
- Call play function

FIG. 10

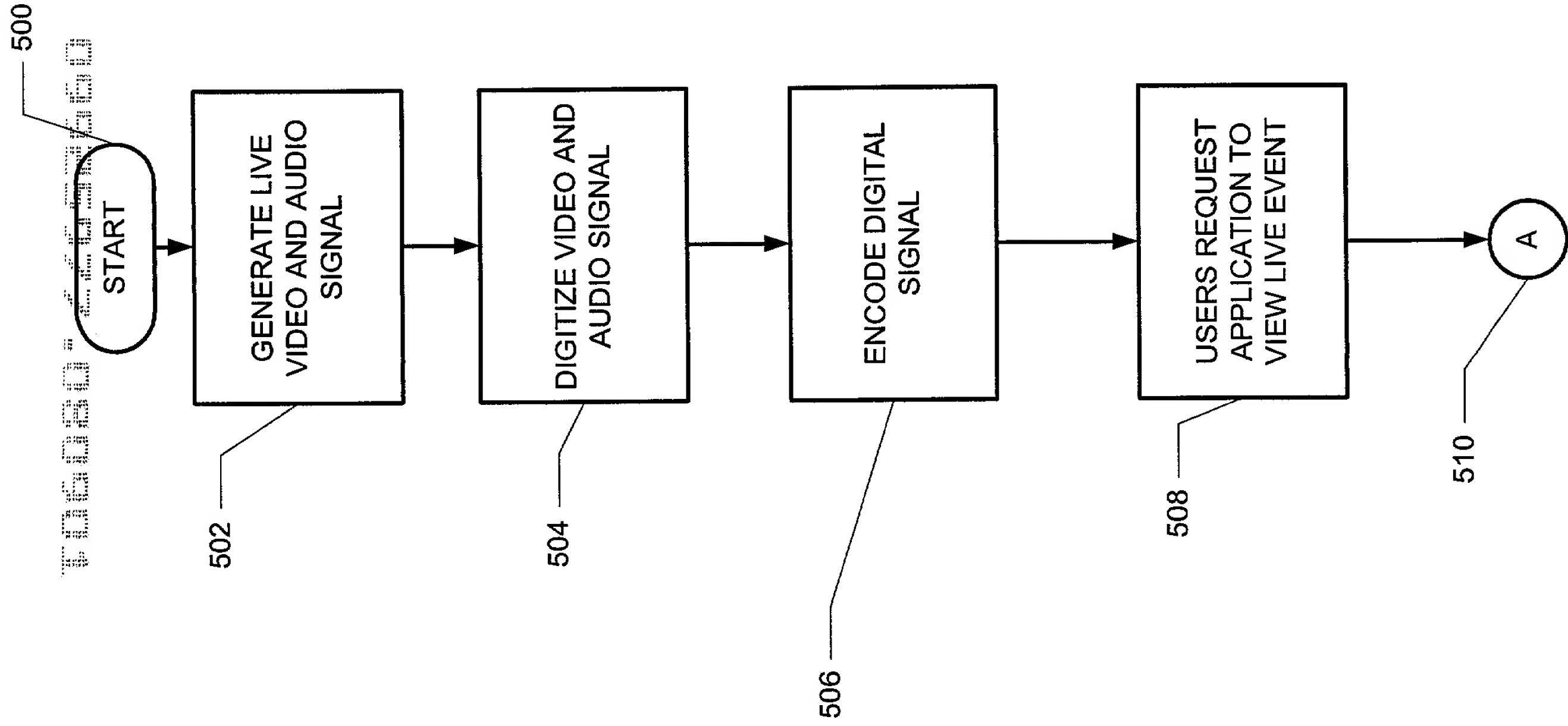


FIG. 11A

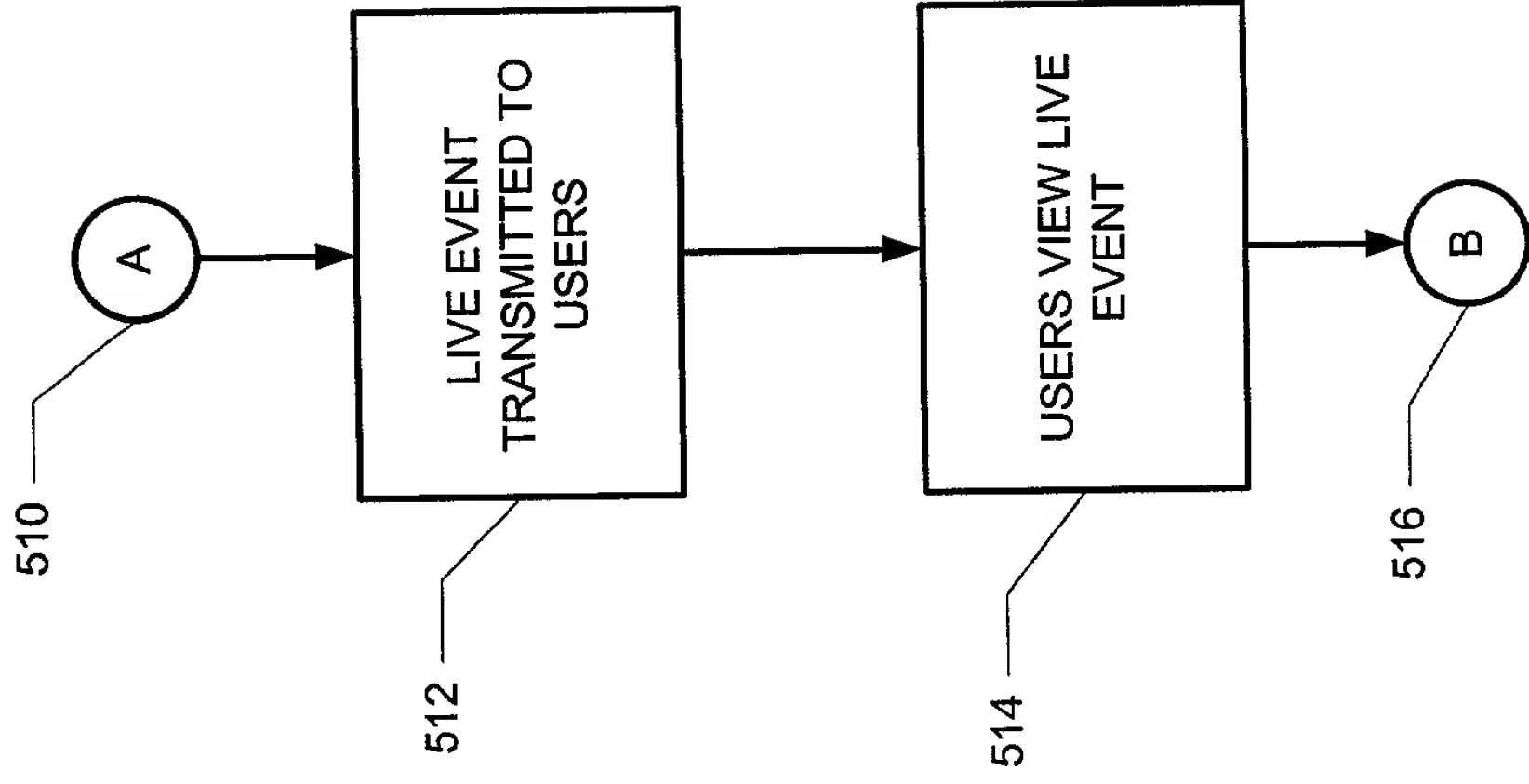


FIG. 11B

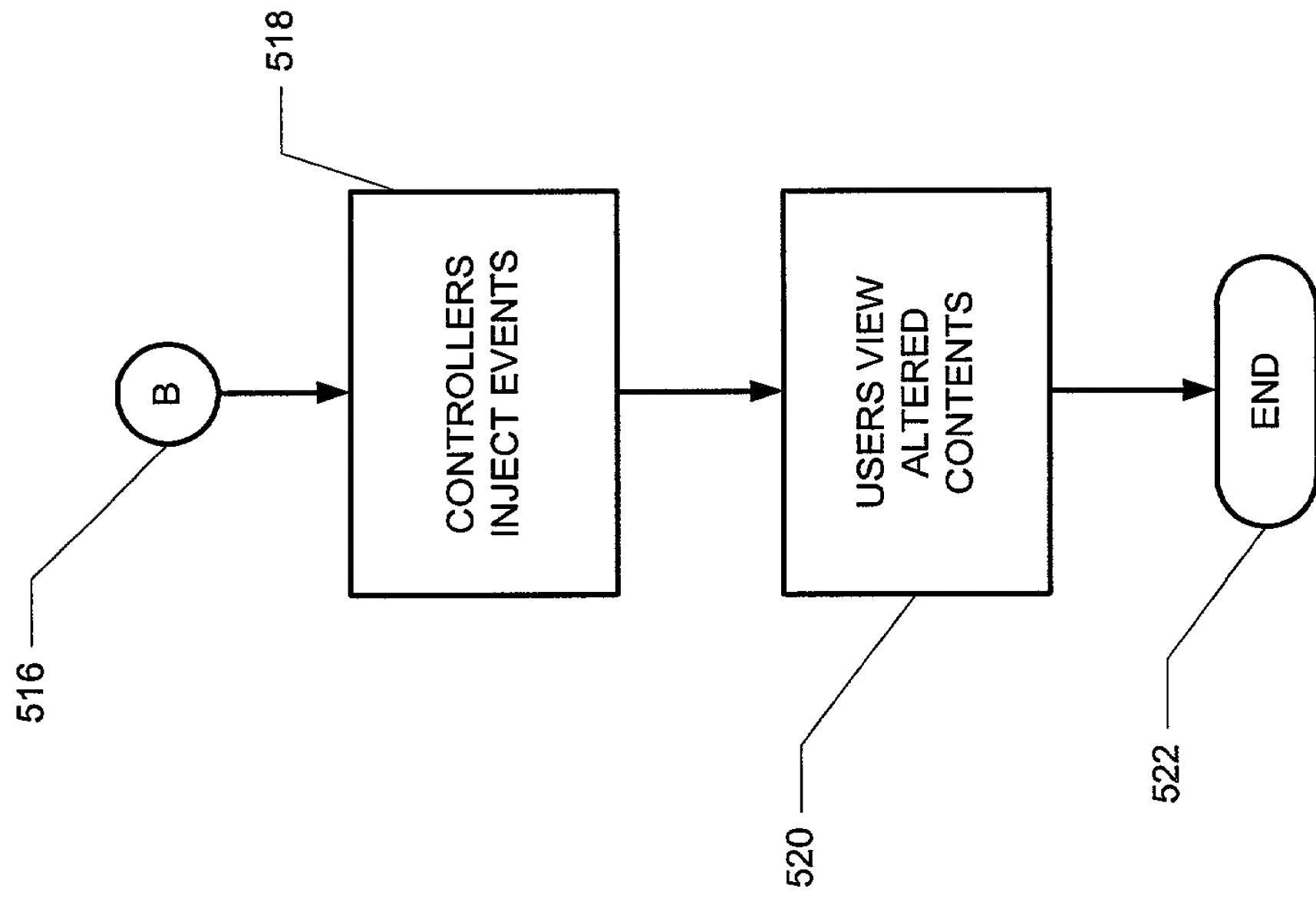


FIG. 11C

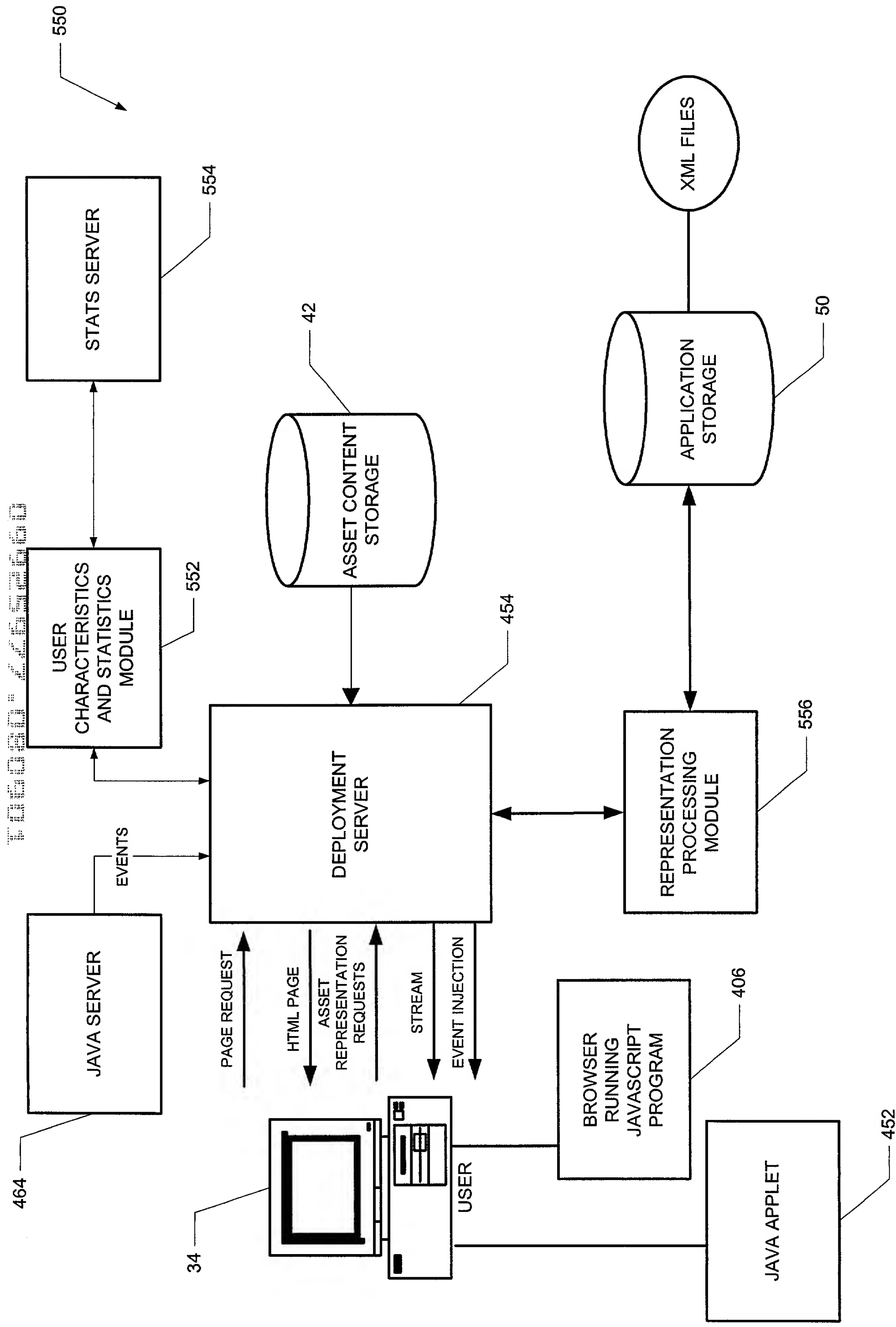


FIG. 12A

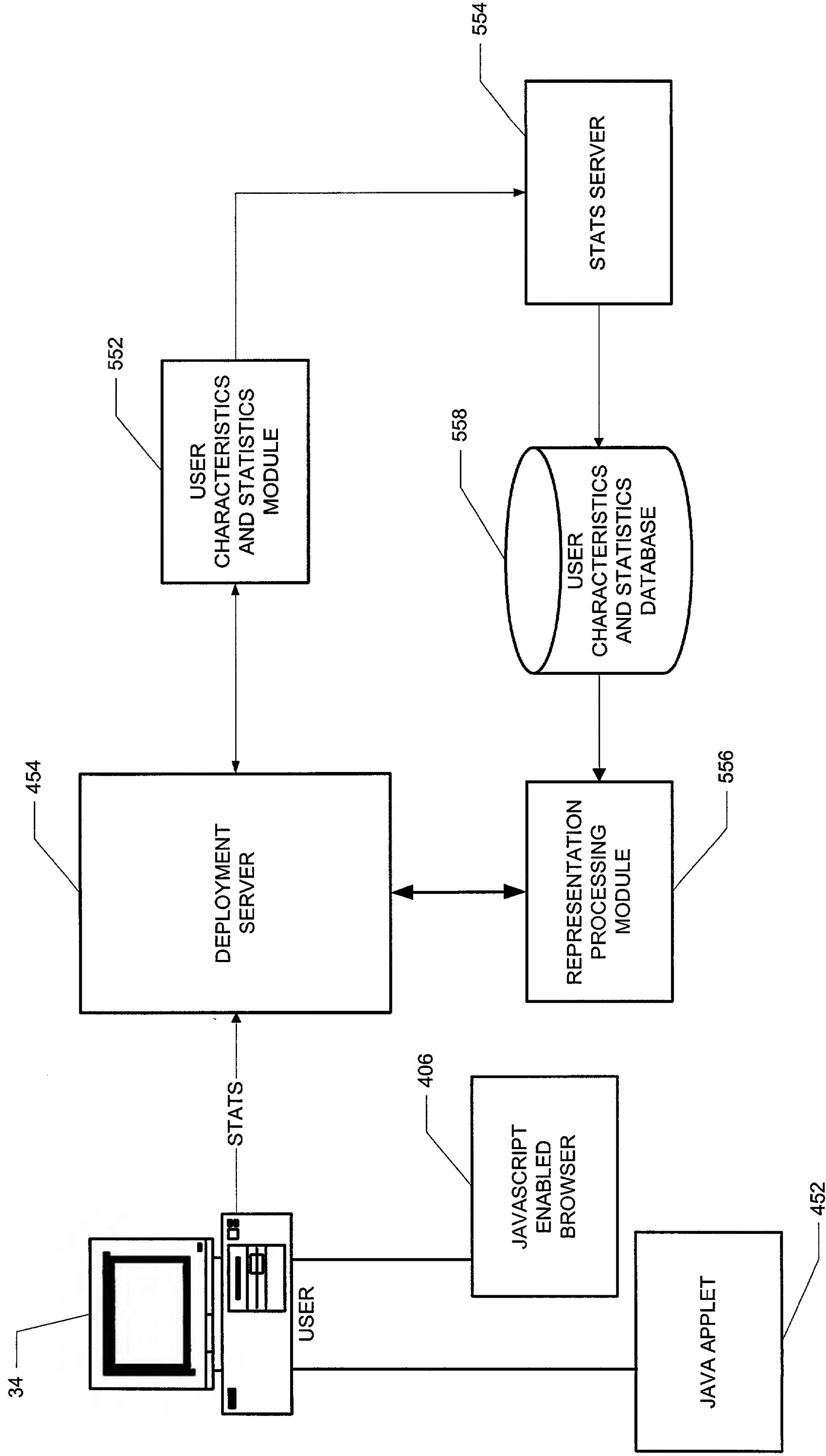


FIG. 12B

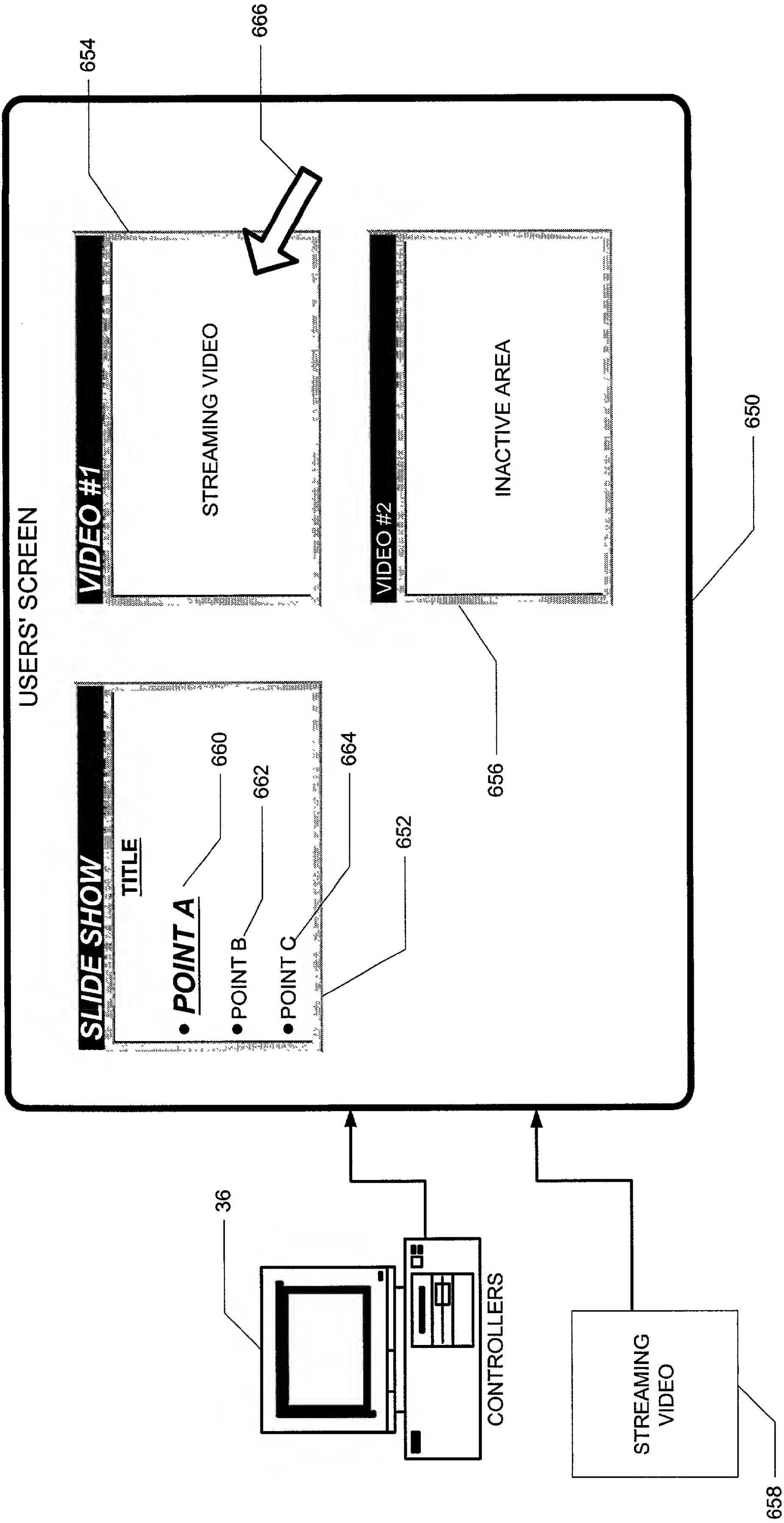


FIG. 13A

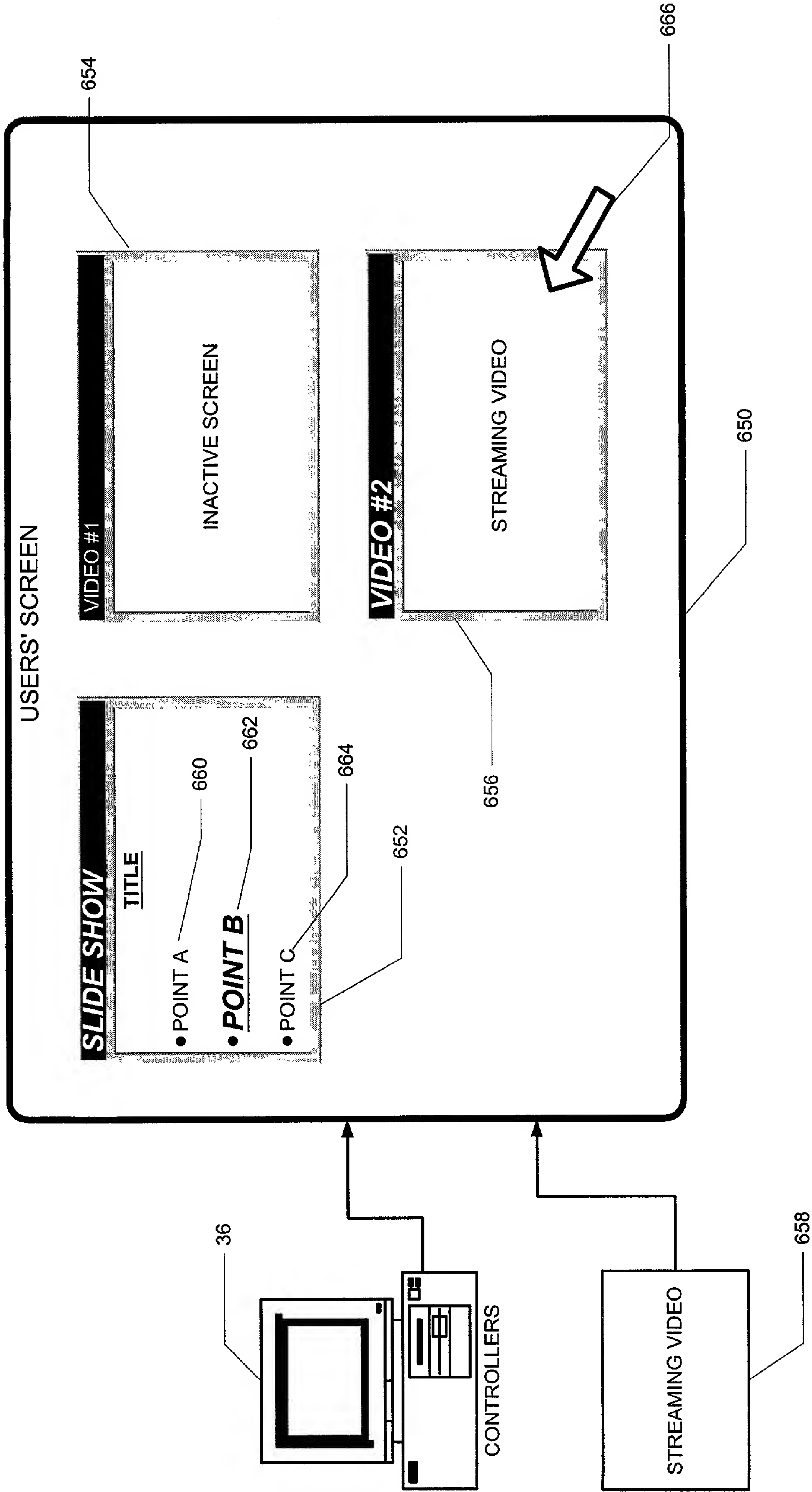


FIG. 13B

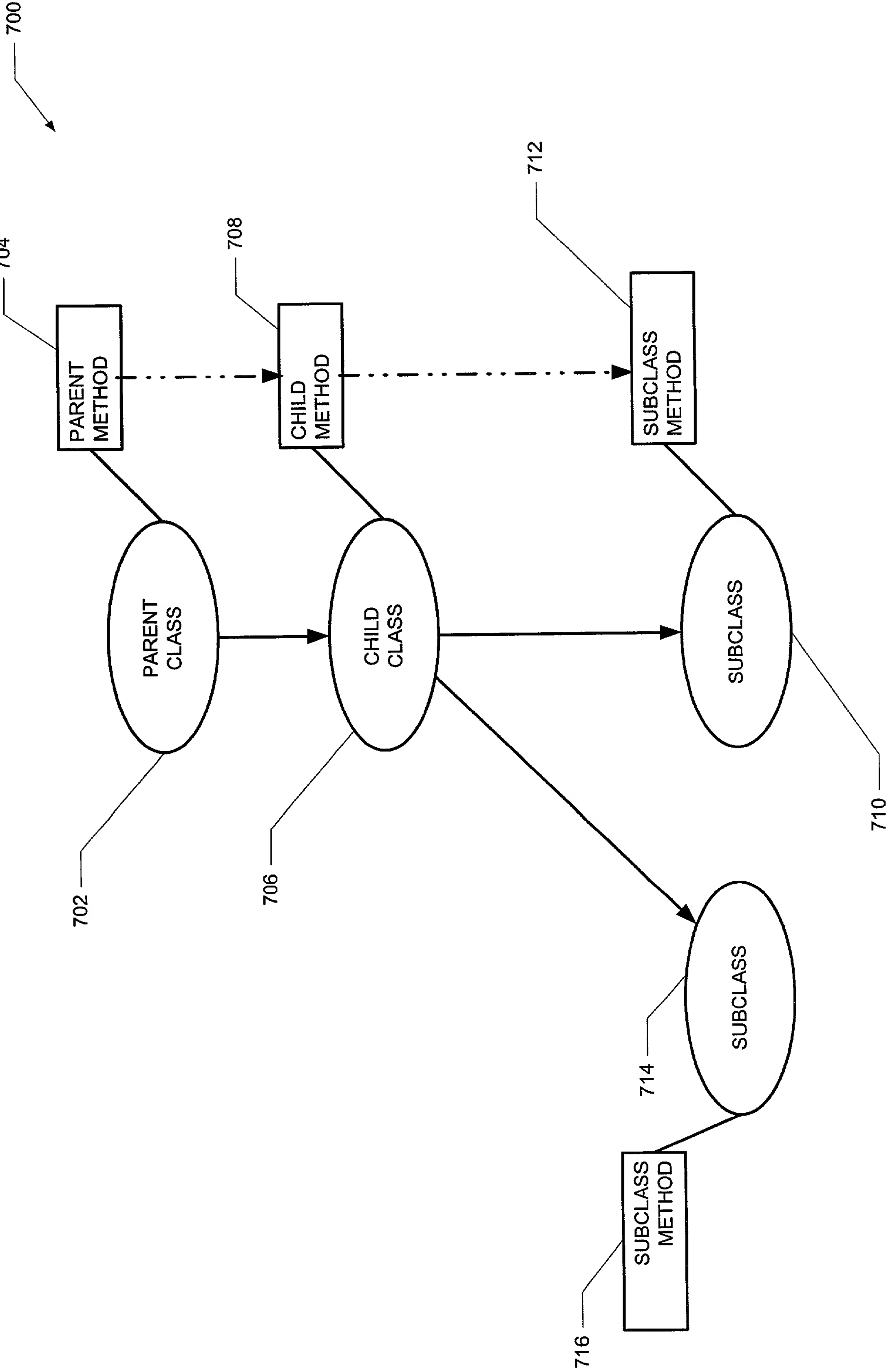


FIG. 14

800

```
<SCRIPT language=Javascript>

//*****
//      When calling any function or property that is a member of a class, instead of
//      using this.func() or this.prop use this.stub.func() or this.stub.prop.
//      This allows classes derived from a base class to override any function or property calls.
//      When overriding a base class's function, (e.g. func() ), use this.superclass.func()
//      to call the base implementation
//*****
function Component(subClass)
{
    //*****
    //      this.stub = subClass||this;
    //      this.superclass = null;
    //*****

    this.propertyList = new Array("Left", "Top", "Width", "Height");
    this.description = "Component";
    this.imageSrc = "";

    this.OnActivate = OnActivate;
    function OnActivate()
    {
        alert("Base Activate");
        this.stub.OnActivateProperties()
    }

    this.OnActivateProperties = OnActivateProperties;
    function OnActivateProperties()
    {
        alert("Base OnActivateProperties");
    }
}
```

FIG. 15A

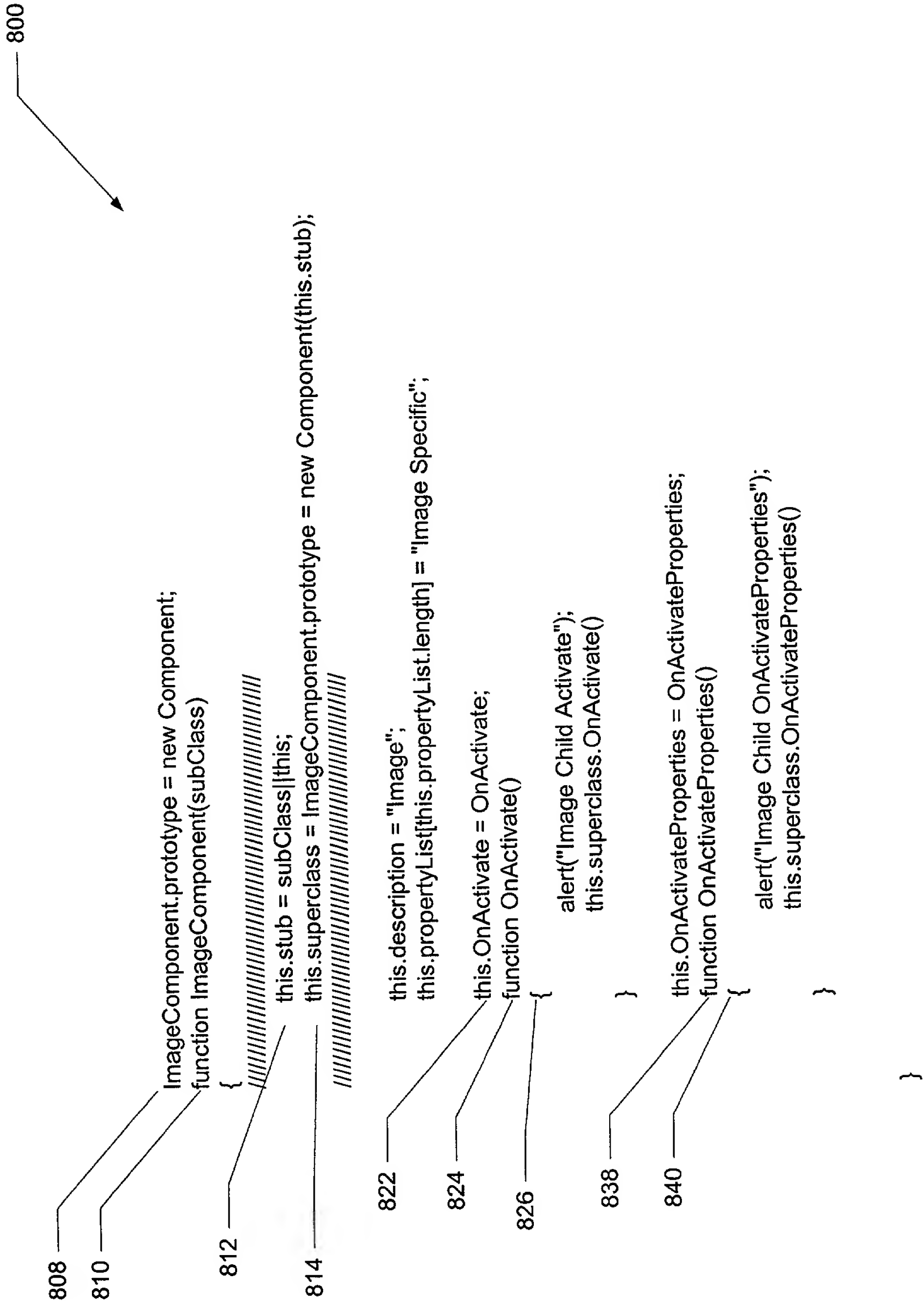


FIG. 15B

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```
860  GIFComponent.prototype = new ImageComponent;
862  function GIFComponent(subClass)
      {
864      this.stub = subClass||this;
866      this.superclass = GIFComponent.prototype = new ImageComponent(this.stub);
      //////////////////////////////////////////////////
      this.description = "GIF";
      this.propertyList[this.propertyList.length] = "GIF Specific";

      this.OnActivate = OnActivate;
      function OnActivate()
      {
          alert("GIF Child Activate");
          this.superclass.OnActivate();
      }
      this.OnActivateProperties = OnActivateProperties;
      function OnActivateProperties()
      {
          alert("GIF Child OnActivateProperties");
          this.superclass.OnActivateProperties();
      }
  }
```

FIG. 15C

800

```
870 GIF89Component.prototype = new GIFComponent;
      function GIF89Component(subClass)
      {
872 //////////////////////////////////////////////////
          this.stub = subClass||this;
          this.superclass = GIF89Component.prototype = new GIFComponent(this.stub);
          //////////////////////////////////////
          this.description = "GIF89";
          this.propertyList[this.propertyList.length] = "GIF89 Specific";

          this.OnActivate = OnActivate;
          function OnActivate()
          {
              alert("GIF89 Child Activate");
              this.superclass.OnActivate()
          }
          this.OnActivateProperties = OnActivateProperties;
          function OnActivateProperties()
          {
              alert("GIF89 Child OnActivateProperties");
              this.superclass.OnActivateProperties()
          }
      }
```

FIG. 15D

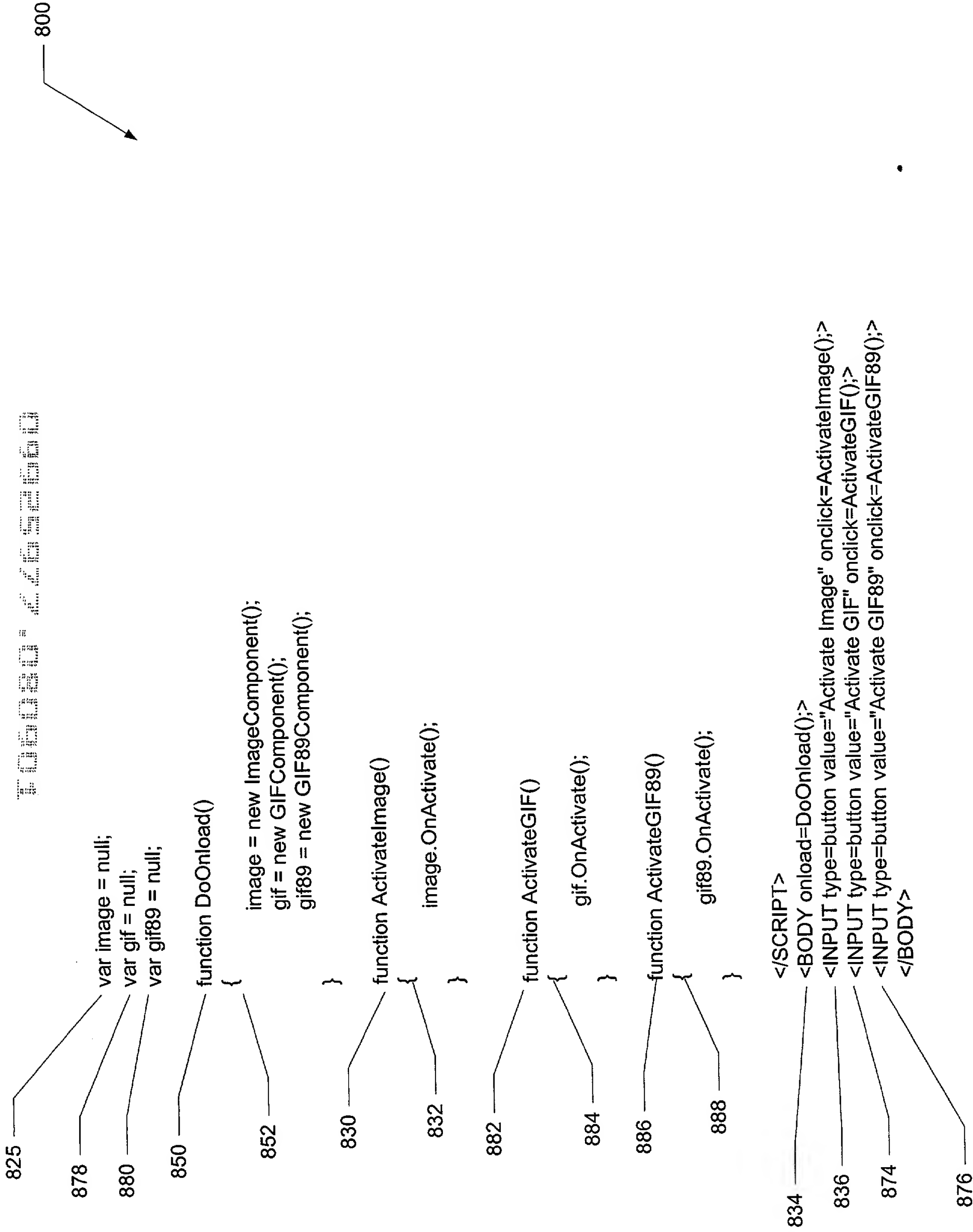


FIG. 15E

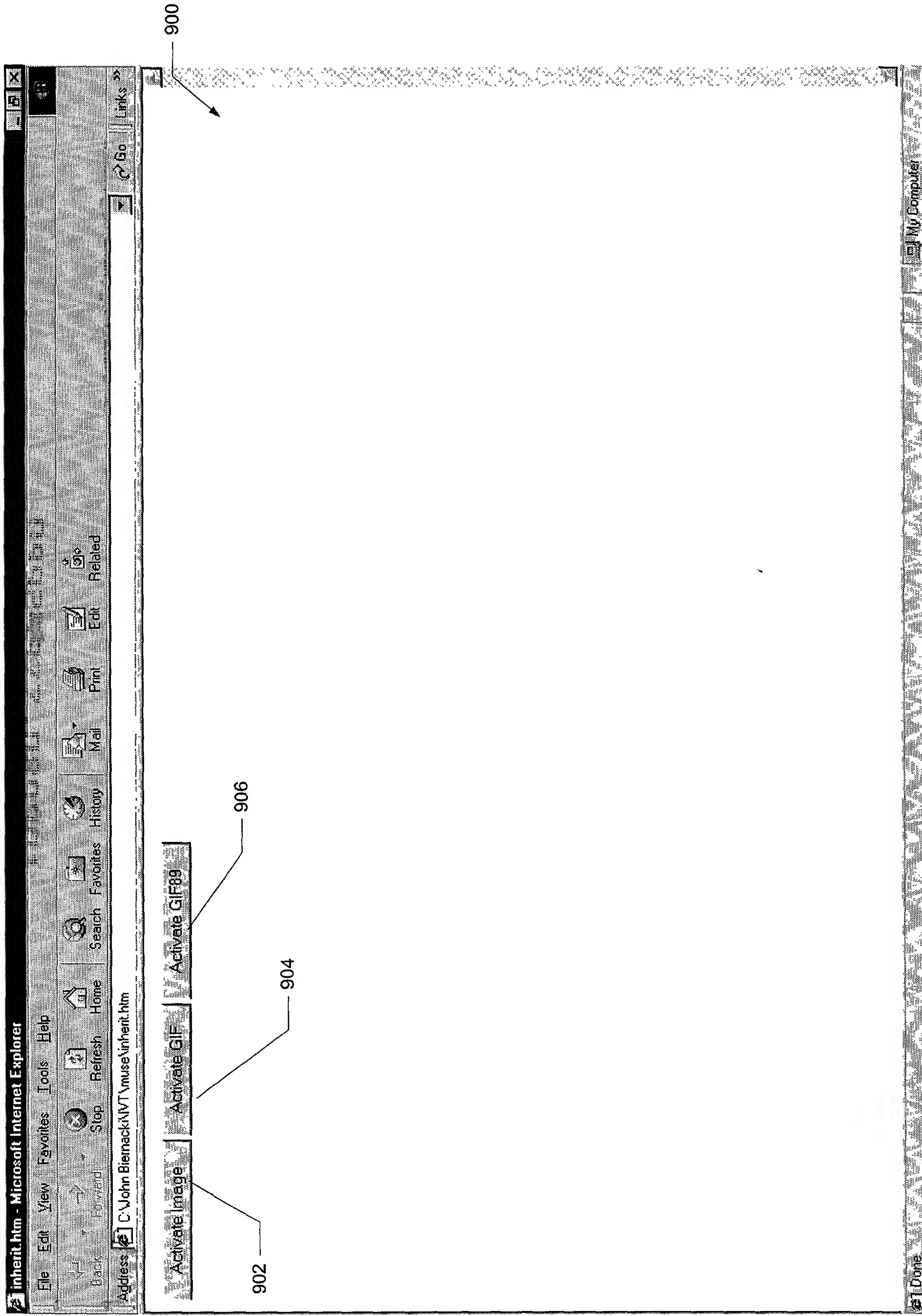


FIG. 16A

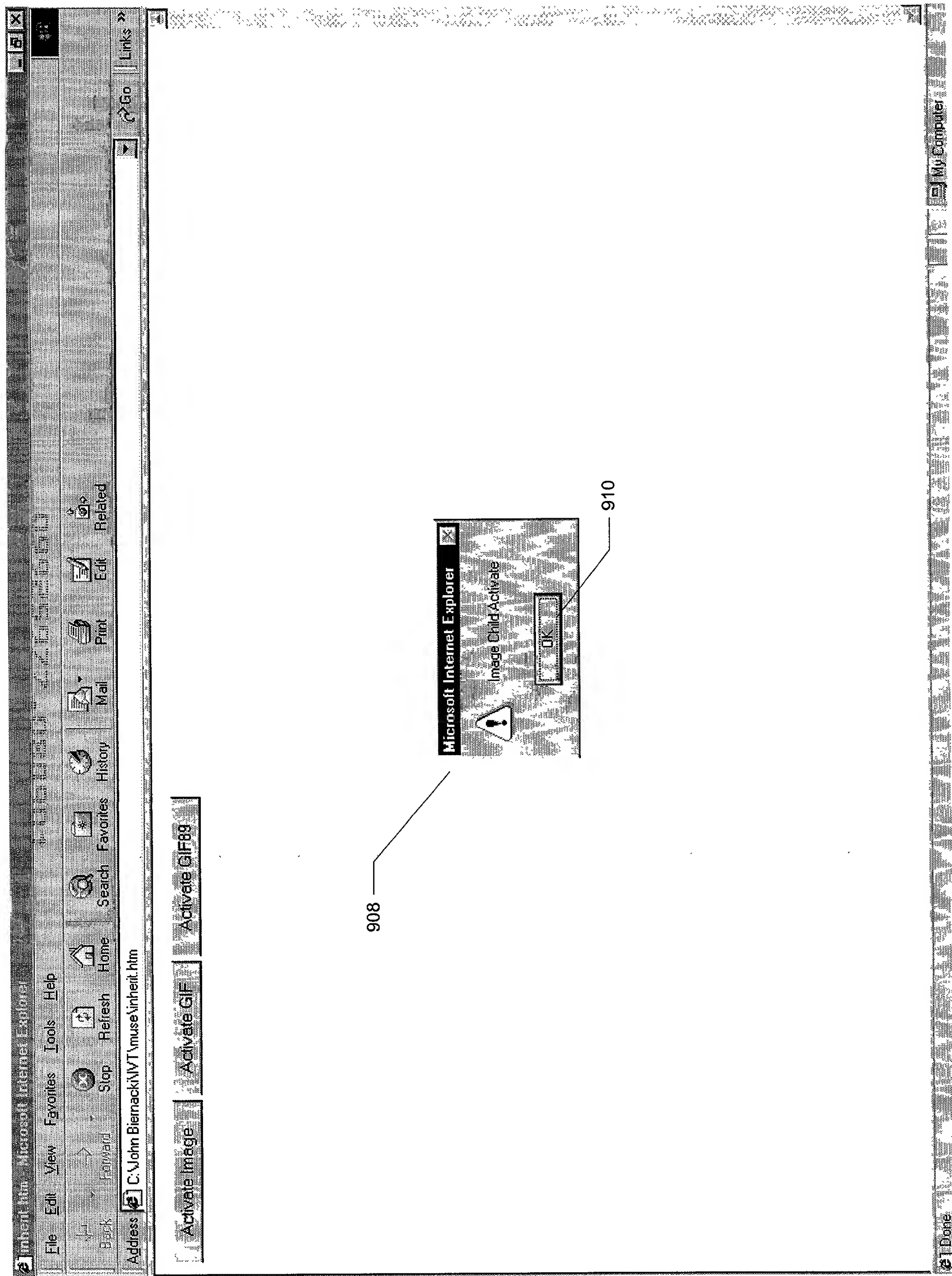


FIG. 16B

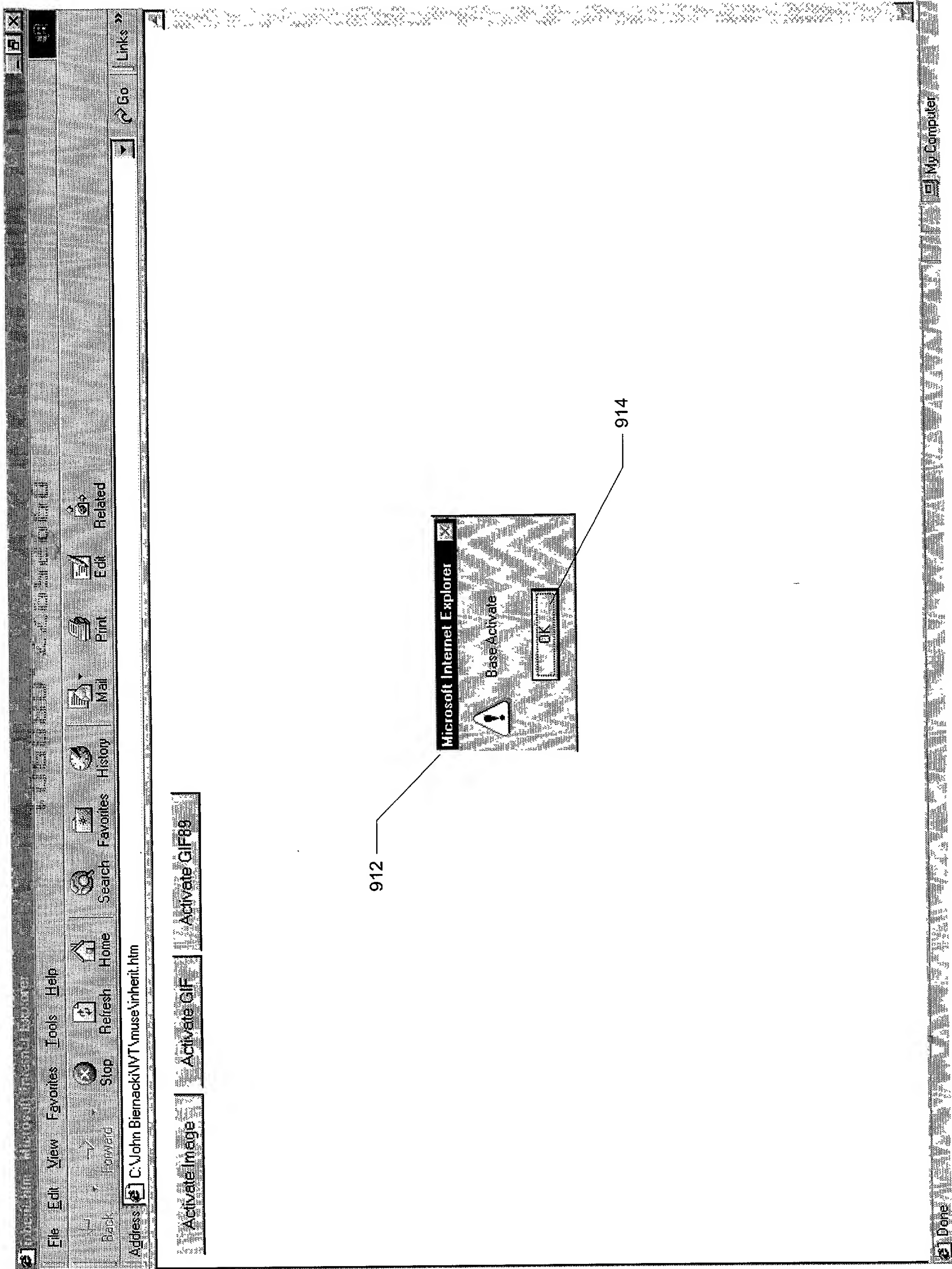


FIG. 16C

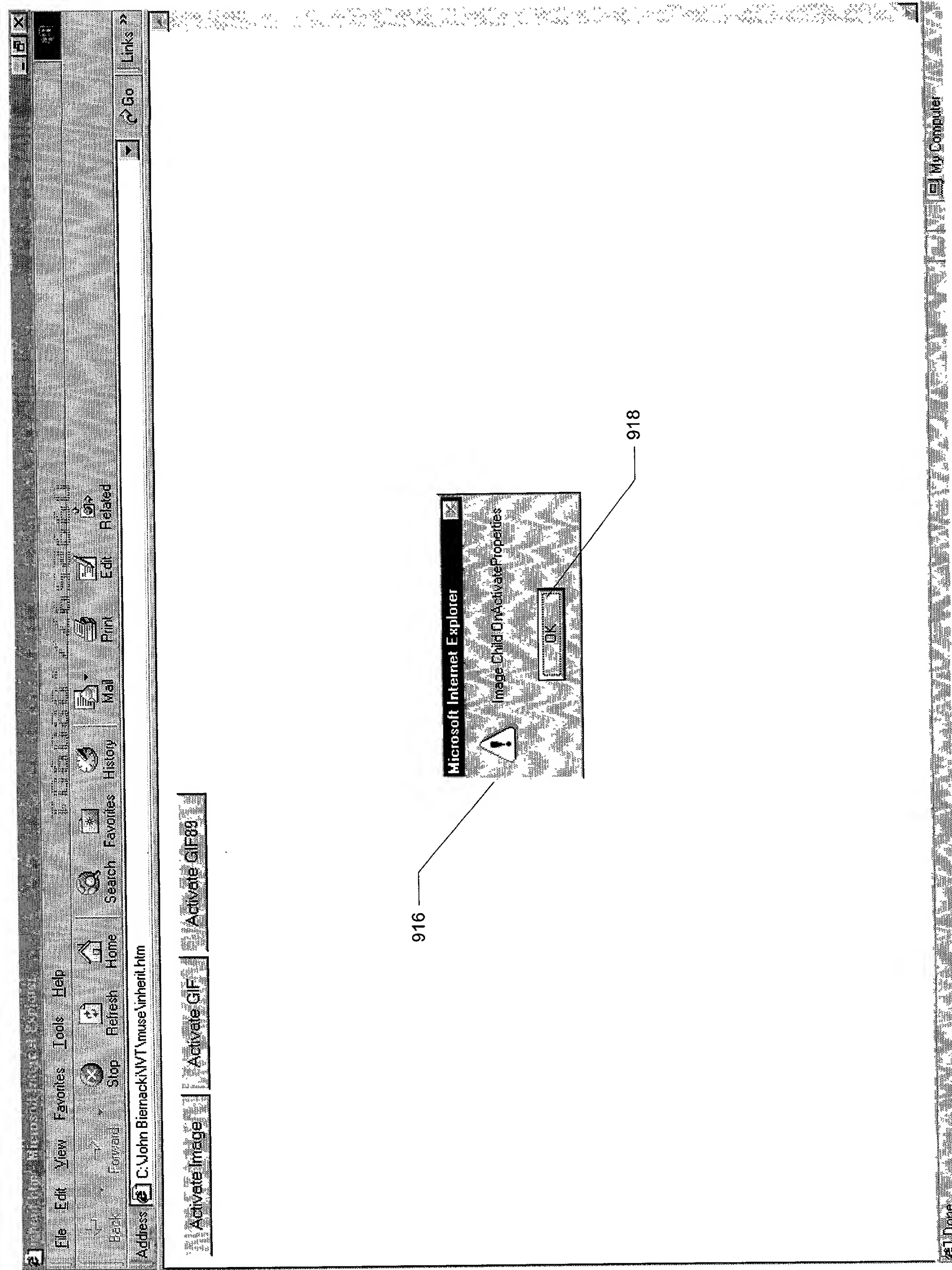


FIG. 16D

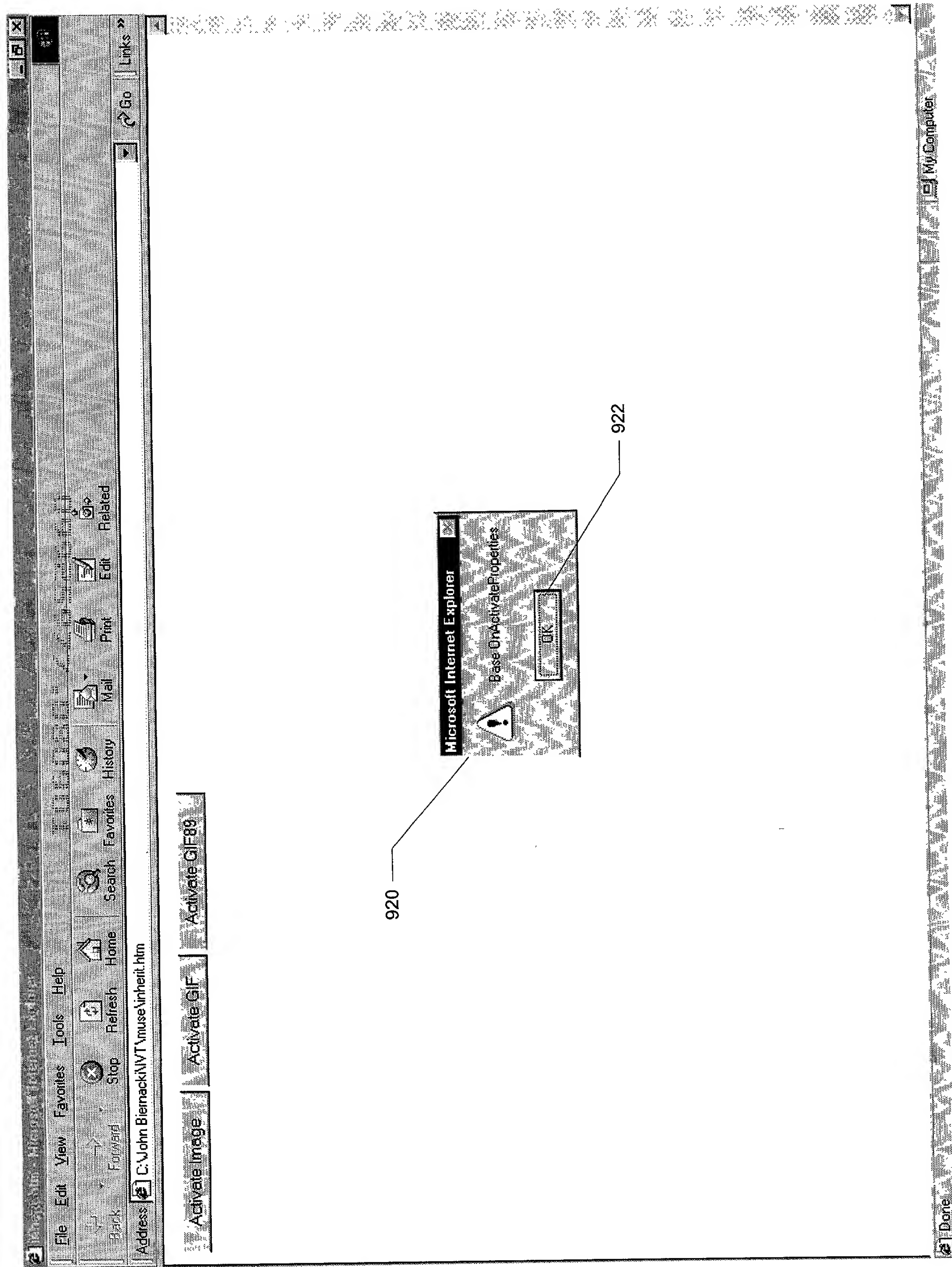


FIG. 16E

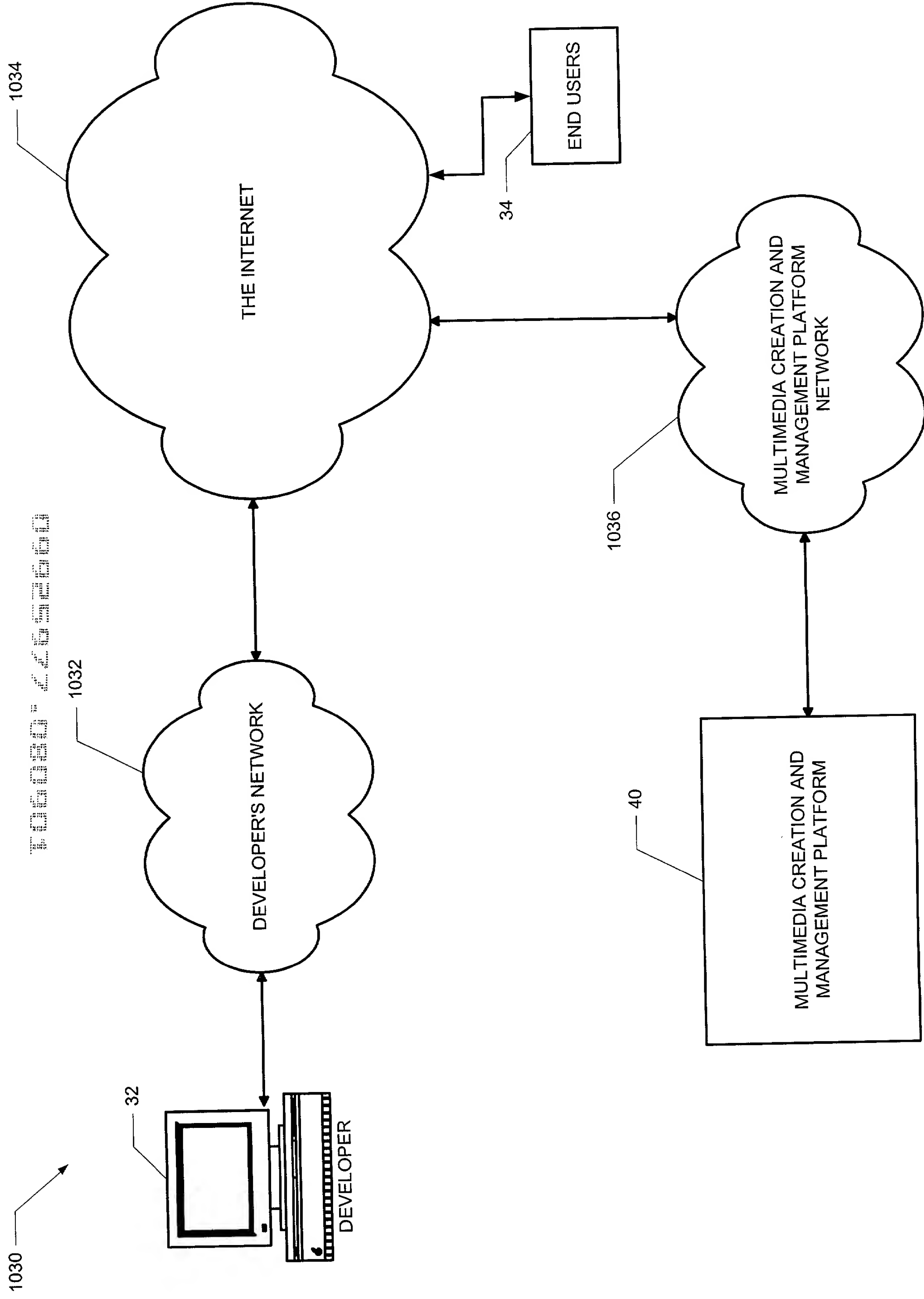


FIG. 17A

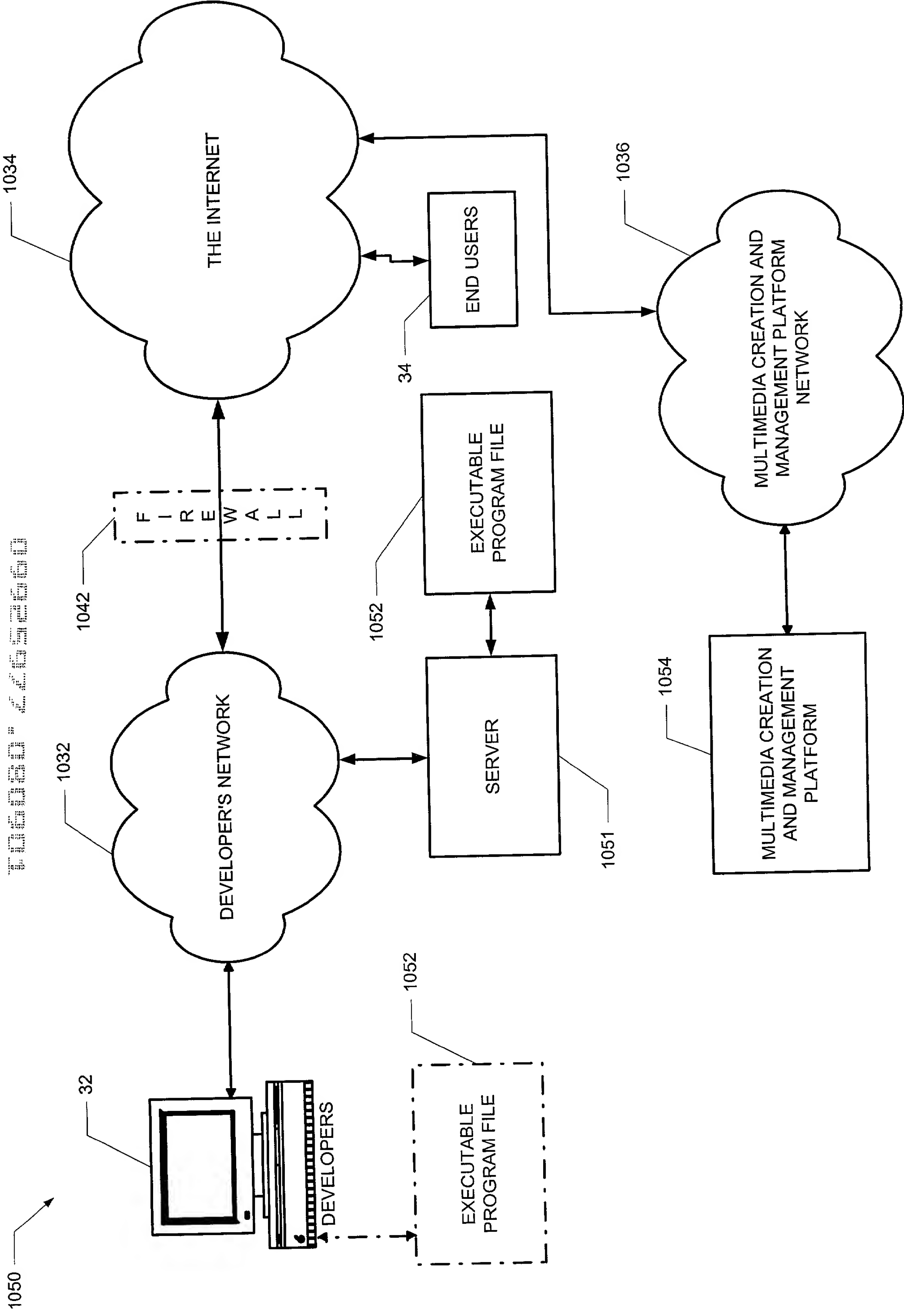


FIG. 17B